



KILLER INSTINCT

Nintendo

PLAYER'S GUIDE



The complete Player's Guide to Killer Instinct—straight from the pros at **NINTENDO POWER**





KILLER INSTINCT™

Welcome to the future, a world controlled by Ultratech. In an effort to enhance broadcast revenue, Ultratech, a mega-corporation, has created the bloodiest public spectacle since the time of Roman gladiators. Survival here requires more than fighting skills—it demands a Killer Instinct.

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KILLER CONTROL

In the ravaged world of the future, the Killer Instinct tournament has emerged as the preeminent form of entertainment. Fighters who face the challenge

can become legends in their own time, but it will take super-human strength and the spirit of a champion.

CONTROLLER KEY

Before you enter the arena, you must first learn to control your chosen warrior. The diagram below shows the default controller settings, which can be changed to suit personal preferences. Basic attacks include punches, kicks, sword slashes, bites and tail swipes.



QUICK PUNCH: QP

The Quick Punch is probably the most under used attack. Since this button and the control pad are controlled by the same hand, it may be difficult to perform maneuvers that use them both. As you'll see, however, mastering this button will pay off.



QUICK KICK: QK

None too powerful but swift and sure, the Quick Kick is used more often than the Quick Punch. Keep in mind, though, that a flurry of Quick Kicks, or even Quick Kicks alternated with Quick Punches, may be difficult to defend against.

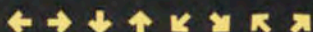


FIERCE PUNCH: FP

A Fierce Punch can be devastatingly powerful, but it's slow and easy to defend against. When practicing basic attacks, try to use the Fierce Punch after a series of other blows. The cumulative effect may momentarily stagger your opponent or knock him down.



CONTROL PAD:



The Control Pad governs movement and is the key to special moves. Charge moves require that the pad be held in one direction for a moment before going on to the next command. Tap moves require distinct presses, and roll moves require smooth motions.



MEDIUM PUNCH: MP

With its balance of speed and power, the Medium Punch is the bread and butter of arena combat. It's a part of many special moves, and you'll probably discover lots of simple combination attacks, or combos, just experimenting with this button and the control pad.



MEDIUM KICK: MK

The advantage of the Medium Kick is that it can target your opponent lower down than a Medium Punch. Since most players instinctively block at mid-level, a low Medium Kick (done while crouching) is a quick and easy way to catch an adversary off guard.



FIERCE KICK: FK

With its power offset by slow speed, the Fierce Kick is sometimes underused. Performed low, however, you can often knock down an unwary opponent very easily. It also serves well at the end of long combos, sometimes producing interesting special effects.



ONE-PLAYER MODE

You now enter the Killer Instinct arena, fighting until you stand triumphant over all or until you collapse in ignominious defeat!

TWO-PLAYER MODE

The Vs. Mode pits you against a second player, each of you battling for supremacy. Now the real fun—and challenge—begin!

TOURNAMENT MODE

The Tournament Mode is the final test of your fighting prowess. You can enter the names of up to eight different combatants. The computer will then set up and coordinate matches between the fighters.



COLOR SELECT

You can select from among several color palettes for your character. When choosing your fighter, press Up and Down on the Control Pad to scroll through the choices.

After all, you want to look your best for your rabid fans!

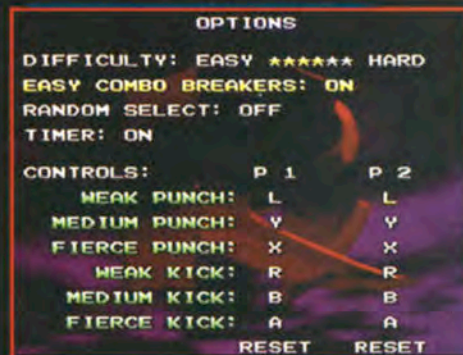


STAGE SELECT

↑QP	ICE TEMPLE
↑MP	SKULL CHAMBER
↑FP	ICE STATUE
↑QK	CASTLE ROOFTOP
↑MK	CITY ROOFTOP
↑FK	DESERT ROOFTOP
↓QP	DESERT BRIDGE
↓MP	PALACE INTERIOR
↓FP	LAVA BRIDGE
↓QK	CITY STREET
↓MK	SKY PLATFORM
↓FK	INDUSTRIAL COMPLEX

COMBO BREAKER MODE

This option can help even the odds between players of different skill levels by making it easier or tougher to interrupt, or break, a combo move.



FAST MODE

You can speed up the action with the fast mode code. You want the code? Finish the game on the "hard" level in One-Player mode. Not good enough? Work on your form—you've got all the information right here in your sweaty little hands to beat the game. You could consult other sources, but they probably stole their tips from the guide you're reading right now. Don't be lame. Just do it.

RANDOM SELECT

If you're really confident in your fighting skills (or skeptical about your opponent's), you can have the computer select your fighter for you by pressing Up and Start. This option works in the Two-Player and Tournament Modes, and it's not for the inexperienced or the faint of heart!

MUSIC SELECT

In Two-Player Mode, you can select the arena that you fight in and the music you'll hear as you battle. On the Character Select screen, access different arenas and music by holding Up and pressing different attack buttons.

KILLER COMBOS

Even with superior physical prowess, victory won't be easy. At the beginning of each character's section, there's a chart showing that fighter's basic combo components and patterns.

OPENERS

The first component of a combo is a move called the opener. By itself, the opener is just a normal one- or four-hit attack, but if you follow it with the correct punch or kick (called the auto double), you'll activate a combo.



LINKERS

An opener-auto double combo can be extended further by adding another special move called a linker. Each fighter has only one linker, and it's usually the reverse form of one of the openers.

TOP ATTACKS

Most openers are special moves, but you can also start a combo with a top attack. This move works only when your opponent is crouched down. All fighters use the same top attack, which is Back and a Fierce Punch, but auto doubles will vary.



AUTO DOUBLES

The auto double automatically adds two or three hits to your opener, hence its name. Only particular punches or kicks will work with each opener.



ENDOKUKEN MOVE

The Endokuken is a projectile attack that releases a green fireball in the direction of your opponent. It's useful for keeping enemies at bay. Activate the magical charge by pressing Down, Down-Toward, Toward and any punch button. The scalding fireball is especially effective against opponents who prefer long range attacks.



WIND KICK MOVE

Jago's Wind Kick is a popular opener for most players. Press Down-Toward, Down, Down-Back and any kick button. The strength of the kick determines how far the monk leaps. Jago is immune to projectiles while airborne.



LASER BLADE MOVE

The biting edge of the brilliant Laser Blade is a critical linker for most of Jago's combinations. This sword strike is useful for creating the space you need for killer combos. Cut loose in your opponent's face by tapping Down-Toward, Down, Down-Back, and executing a Fierce Punch.



JUMP-INS: PATTERN 2

TOP ATTACK, FK or QK

TOP ATTACKS

JUMP-INS

SPECIAL MOVES

Also shown on the combo pages are other special moves. These are usually solo moves that aren't parts of combos but that can be used for special effects or to stun an adversary before a combo.



SPECIAL MOVES

TIGER FURY MOVE

The Tiger Fury is a devastating uppercut capable of lifting your opponents off their feet. Rapidly press Toward, Down, Down-Toward, and any punch button. Get ready to finish off your foes with a well-timed Press/Release Medium Endokuken fireball as they crash back down to earth.



LASER BLADE

WIND KICK
TIGER FURY
TIGER FURY
TIGER FURY
ENDOKUKEN

PIERCE KICK
MEDIUM KICK
QUICK KICK

PIERCE PUNCH
MEDIUM KICK
QUICK KICK

PIERCE KICK
MEDIUM KICK
QUICK KICK

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QUICK KICK

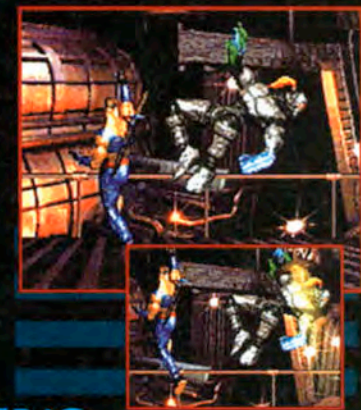
PIERCE KICK
MEDIUM KICK
QUICK KICK

PIERCE KICK
MEDIUM KICK
QUICK KICK

PIERCE KICK
MEDIUM KICK
QUICK KICK

ENDERS

After the second auto double comes the ender. Like openers, enders often produce special effects and extra hits.



JUMP-INS

A jump-in is an attack that hits your opponent while you're still in the air. When followed by the proper ground-level auto double, you'll get a short combo. Common jump-ins are shown in the following charts.

PATTERN 1

FP-MK
MK-FP
FK-MP
MP-FK
QP-QK
QK-QP

SABREWOLF
RIPTOR
SPINAL
GLACIUS
T.J. COMBO

PATTERN 2

FP-MK
MK-FP (DUCK)
FK-MP
MP-FK
QP-QK
QK-QP

CHIEF THUNDER
JAGO

PATTERN 3

FP-MK
MK-FP
FK-MP (DUCK)
MP-FK
QP-QK
QK-QP

B. ORCHID

PATTERN 4

FP-MK
MK-FP
FK-MP
MP-FK (DUCK)
QP-QK
QK-QP

CINDER

PATTERN 5

FP-MK
MK-FP
FK-MP
MP-FK
QP-QK (DUCK)
QK-QP

FULGORE

VICIOUS VARIANTS

While most combos follow the same basic building pattern, there are some interesting variations. Some variants are shown, in order of difficulty, on the pages after each combo table.

WHY USE COMBOS?

Simply put, combos are very economical! Combos score more hits and points with fewer commands, and they're tougher to defend against than normal attacks.

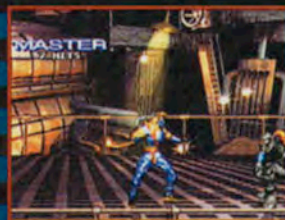


COMBO LEVELS

The variant combos are listed in groups of three, according to difficulty. There are a lot more variants out there, and it's up to you to find them!

BEGINNER

The Beginner Combos generally have an opener, an auto double and an ender. They range from six to eight hits in length.



INTERMEDIATE

The Intermediate Combos are also six to eight hits long, but they start with jump-ins. This makes them riskier than standard, ground-level attacks.



ADVANCED

The Advanced Combos can score nine or more hits. They're full-length combos, including an opener, auto double, linker, second auto double and ender.



ELITE

The Elite Combos feature lots of special moves that are difficult to string together. You'd better train hard before you try these babies in combat!



DIFFICULTY

COMMANDS

BEGINNER

COMBOS



MOVE
↓ ↓ ↓ FK, QK
↓ ↓ ↓ QP



OTHER MOVES
↓ ↓ ↓ FK, QK
↓ ↓ ↓ QP

MOVE
↓ ↓ ↓ FK, QK
↓ ↓ ↓ MK



OTHER MOVES
↓ ↓ ↓ MK, QK
↓ ↓ ↓ MK

MOVE
↓ ↓ ↓ FK, MK
↓ ↓ ↓ FP



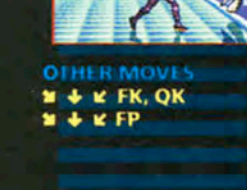
OTHER MOVES
↓ ↓ ↓ MK, QK
↓ ↓ ↓ QP

INTERMEDIATE

COMBOS



MOVE
JUMP + FK, MP
↓ ↓ ↓ QP



OTHER MOVES
↓ ↓ ↓ FK, QK
↓ ↓ ↓ FP

MOVE
JUMP + FP, MK
↓ ↓ ↓ MK



OTHER MOVES
JUMP + MK, FP
↓ ↓ ↓ MK

MOVE
JUMP + MP, FK
↓ ↓ ↓ FP



OTHER MOVES
JUMP + QK, QP
↓ ↓ ↓ QP

SEQUENCE

Throughout these pages, you'll see moves written out using arrows to indicate the direction the Control Pad should be pressed. These instructions assume that you're to the left of your opponent. An arrow in parentheses indicates a charge move, for which the Control Pad should be held for a second or two.

DIFFICULTY

BEGINNER



INTERMEDIATE



ADVANCED



ELITE

SAMPLE COMBO

Each sample combo is illustrated by several photos, just to give you an idea of what it looks like when performed properly.

OTHER MOVES

Though some combos are unique, you can often substitute one auto double or special move for another. Experiment with each one to see what you can find.

HIT COUNT

Combos are classified according to the number of hits that are linked together, but the amount of health taken away or number of points awarded will vary.

COMBO NAMES	HITS
TRIPLE	3
SUPER	4
HYPER	5
BRUTAL	6
MASTER	7
AWESOME	8
BLASTER	9
MONSTER	10
KING	11
KILLER	12 AND UP

SAMPLE COMBO

OTHER MOVES

DEAD ENDS

Each character's section ends with a list of other special moves that fall outside of normal combo patterns or that work only under special conditions. Armed with this arcane knowledge, you now stand ready to face your ultimate, glorious destiny!

ULTRA COMBOS

If your opponent is on his second life bar and it's flashing, you can tack an Ultra Combo Activator onto your combo after the third hit to quickly finish the match. You'll land at least 20 hits,



and earn a mega-point bonus, too.



ULTIMATE COMBOS

Like the Ultra Combo, the Ultimate Combo will work only if your opponent's second life bar is flashing. The Ultimate Combo won't score quite as many hits as an Ultra Combo, but it will automatically lead straight into your Danger Move.



DANGER MOVES

The Danger Move can be unleashed only at the very end of a match, when your opponent's life bar is gone and he's swaying in an exhausted stupor.



ULTRA COMBOS

ULTIMATE COMBOS

POST-COMBO BREAKERS

Use a post-combo breaker move to get back in the action and on the offensive. You can execute these counterattacks after successfully breaking a combo.



AIR DOUBLES

Air doubles are extremely rare, as they're extremely difficult to do. If both warriors are in the air, you can execute some moves that you normally wouldn't be able to do.



JUGGLES

If your combo has sent your opponent flying through the air with the greatest of ease, get one more shot in on the way down!



PRESS/RELEASES

There are different types of Press/Release moves, but those shown here are extra-powerful and can be performed only after you've used a combo breaker.



COMBO BREAKERS

Break any of your opponent's combos by using combo breakers. The button used depends on the strength of the move that you are trying to break: Quick breaks Medium, Medium breaks Fierce, and Fierce breaks Quick.



HUMILIATIONS

Rather than ending a match with a bang, use the Humiliation Move to make your dizzy adversary get up and dance!



SPECIALTY

MOVES

ULTRA COMBO ACTIVATOR

MOVE
↓ ↓ ↓ QK
Unleash an Ultra combo and make your victim see red! Attach this move to an opener or linker combination while your adversary's red life line is flashing. Quickly press Down-Toward, Down, Down-Back and execute a Quick Kick.



ULTIMATE COMBO ACTIVATOR

MOVE
↓ ↓ ↓ FP
Jago's devastating Ultimate combo is the product of years of disciplined training and meditation. Press Back, Down-Back, Down, Down-Toward, Toward and land a Fierce Punch as your opponent's crimson life line is flashing.



DANGER MOVES

MOVE
↓ ↓ ↓ QP
Mess with Jago and he'll stick it to you. Let your opponent get the point. While your defeated foe is reeling, move in and tap Back, Toward and execute a quick gut level punch. Antacid, anyone?



OTHER MOVES

↓ ↓ ↓ ↓ MP



POST-COMBO BREAKERS

MOVE
(P) FP ↓ ↓ ↓ (R) FP
Get back in the game with these killer post-combo breaker moves! Choose from the scorching heat of a red fireball or a triple dose of Endokuken fury.



AIR DOUBLE

MOVE
JUMP ↓ FP or FK, ↓ ↓ ↓ MK
Jago flies through the air with the greatest of ease—and he'll ruin your day if you get in his way. While airborne, tap Down-Toward, Down, Down-Back and press Medium Kick.



COMBO BREAKER

MOVE
↓ ↓ ↓ PUNCH
Jago's Tiger Fury attack doubles as his combo breaker. Quickly press Toward, Down, Down-Toward and choose the correct punch button to break your opponent's combinations.



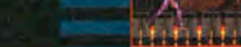
HUMILIATION

MOVE
↓ ↓ ↓ ↓ MK
Teach your defeated adversary the Tibetan Two Step! Before your opponent falls to the ground, quickly press Toward, Down-Toward, Down, Down-Back, Back and execute a Medium Kick.



JUGGLE

MOVE
(P) MP ↓ ↓ ↓ (R) MP
Nail your opponent for an extra loss as you score more points! As your foe reels from a combination attack, tap Down, Down-Toward, Toward and press and release a Medium Punch.



PRESS/RELEASE

MOVE
(P) FK ↓ ↓ ↓ (R) FK
Leave a lasting impression on your rivals with this Press/Release technique! This surprisingly fast Wind Kick should leave their bruised egos smarting for hours. Also check out the press/release Quick Endokuken.



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NINTENDO PLAYER'S GUIDE

DANGER MOVES

HUMILIATIONS

COMBO BREAKERS

PRESS/RELEASES

JUGGLES



Following the guidance of the mighty Tiger Spirit, Jago ventures from his monastery in the icy mountains of Tibet in order to seek spiritual enlightenment. His quest takes him across thousands of miles to the corporate gates of Ultratech. Sensing the evil emanating from the Killer Instinct tournament, the monk knows that he must control the outcome of the event. Jago fights not for personal gain, but to save humanity from a disastrous fate.

JAGO



Jago's Wind Kick is his trademark opener. This flying charge can devastate a stunned opponent.

While difficult to master, Jago is unstoppable in the hands of experienced Killer Instinct players.



ENDOKUKEN MOVE ↓ ↓ ↓ ANY PUNCH

The Endokuken is a projectile attack that releases a green fireball in the direction of your opponent. It's useful for keeping enemies at bay. Activate the magical charge by pressing Down, Down-Toward, Toward and any punch button. The scalding fireball is especially effective against opponents who prefer long range attacks.



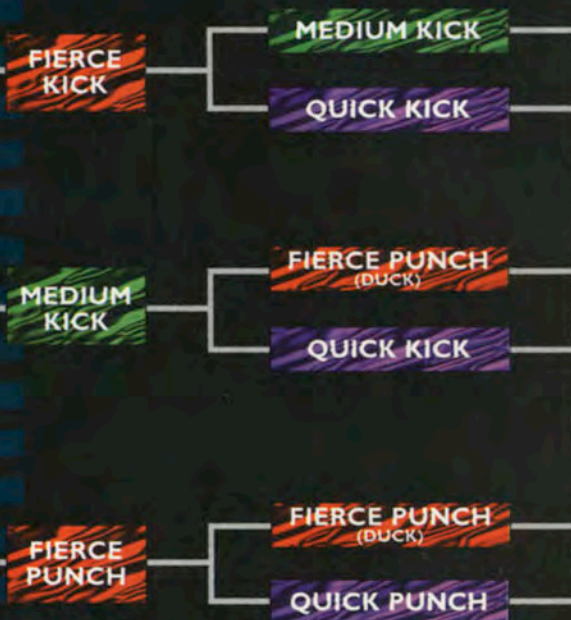
WIND KICK MOVE ↓ ↓ ↓

Jago's Wind Kick is a popular opener for most players. Press Down-Toward, Down, Down-Back and any kick button. The strength of the kick determines how far the monk leaps. Jago is immune to projectiles while airborne.



LASER BLADE MOVE ↓ ↓ ↓

The biting edge of the brilliant Laser Blade is a critical linker for most of Jago's combinations. This sword strike is useful for creating the space you need for killer combos. Cut loose in your opponent's face by tapping Down-Toward, Down, Down-Back, and executing a Fierce Punch.



JUMP-INS: PATTERN 2

TOP ATTACK, FK or QK

TIGER FURY MOVE ↓ ↓ ↓ ANY PUNCH

The Tiger Fury is a devastating uppercut capable of lifting your opponents off their feet. Rapidly press Toward, Down, Down-Toward, and any punch button. Get ready to finish off your foes with a well-timed Press/Release Medium Endokuken fireball as they crash back down to earth.



WIND KICK
↓ ↓ ↓ MK

TIGER FURY
↓ ↓ ↓ FP

TIGER FURY
↓ ↓ ↓ MP

TIGER FURY
↓ ↓ ↓ QP

ENDOKUKEN
↓ ↓ ↓ QP

COMBOS



MOVE
 ↘ ↓ ↙ FK, QK
 ↘ ↓ ↙ MK



MOVE
 ↘ ↓ ↙ FK, QK
 ↓ ↘ → QP



OTHER MOVES
 ↘ ↓ ↙ FK, QK
 ↓ ↘ → QP

↘ ↓ ↙ FK, MK
 → ↓ ↘ FP
MOVE



OTHER MOVES
 ↘ ↓ ↙ MK, QK
 ↘ ↓ ↙ MK

OTHER MOVES
 ↘ ↓ ↙ MK, QK
 → ↓ ↘ QP

COMBOS

MOVE

JUMP + FK, MP

↓ ↘ → QP



OTHER MOVES

↘ ↓ ↙ FK, QK

↘ ↓ ↙ FP

MOVE

JUMP + FP, MK

↘ ↓ ↙ MK



OTHER MOVES

JUMP + MK, FP

↘ ↓ ↙ MK

MOVE

JUMP + MP, FK

→ ↓ ↘ FP



OTHER MOVES

JUMP + QK, QP

↓ ↘ → QP



COMBOS

MOVE

JUMP + MK, ↓ + FP

↘ ↓ ↙ FP, MK

→ ↓ ↘ FP



MOVE

↘ ↓ ↙ FK, QK

↘ ↓ ↙ FP, FK

→ ↓ ↘ MP



OTHER MOVES

↘ ↓ ↙ MK, ↓ + FP

→ ↓ ↘ FP

MOVE

↘ ↓ ↙ FK, QK

↘ ↓ ↙ FP, MK

→ ↓ ↘ FP



OTHER MOVES

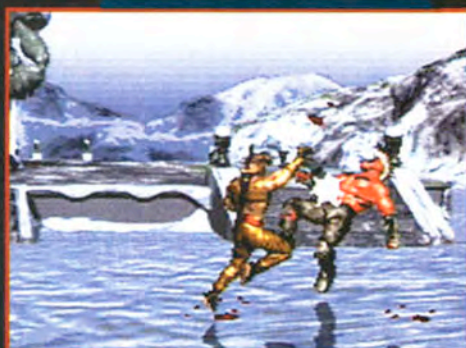
↘ ↓ ↙ MK, ↓ + FP

↓ ↘ → QP

COMBOS

MOVE

↘ ↓ ↙ MK, QK
 ↘ ↓ ↙ FP, QK
 → ↓ ↘ MP



TOP ATTACK, QK

↘ ↓ ↙ FP, QK
 ↘ ↓ ↙ MK



MOVE

↘ ↓ ↙ FP, ↓ + FP
 ↘ ↓ ↙ FP, QK
 → ↓ ↘ QP



MOVES

ULTRA COMBO
ACTIVATOR

MOVE
↓ ↓ ↓ QK

Unleash an Ultra combo and make your victim see red! Attach this move to an opener or linker combination while your adversary's red life line is flashing. Quickly press Down-Toward, Down, Down-Back and execute a Quick Kick.

ULTIMATE
COMBO
ACTIVATOR

MOVE
↓ ↓ ↓ ↓ ↓ FP

Jago's devastating Ultimate combo is the product of years of disciplined training and meditation. Press Back, Down-Back, Down, Down-Toward, Toward and land a Fierce Punch as your opponent's crimson life line is flashing.

DANGER
MOVES

MOVE
↓ ↓ ↓ QP

Mess with Jago and he'll stick it to you. Let your opponent get the point. While your defeated foe is reeling, move in and tap Back, Toward, Toward and execute a quick gut level punch. Antacid, anyone?



OTHER MOVES

← ← → → MP



POST-COMBO BREAKERS

MOVE
(P) FP ↓ ↘ → (R) FP

Get back in the game with these killer post-combo breaker moves! Choose from the scorching heat of a red fireball or a triple dose of Endokuken fury.



HUMILIATION

MOVE
→ ↘ ↓ ↙ ← MK

Teach your defeated adversary the Tibetan Two Step! Before your opponent falls to the ground, quickly press Toward, Down-Toward, Down, Down-Back, Back and execute a Medium Kick.



AIR DOUBLE

MOVE
JUMP + FP or FK,
↘ ↓ ↙ MK

Jago flies through the air with the greatest of ease—and he'll ruin your day if you get in his way. While airborne, tap Down-Toward, Down, Down-Back and press Medium Kick.



COMBO BREAKER

MOVE
→ ↘ ↙ PUNCH

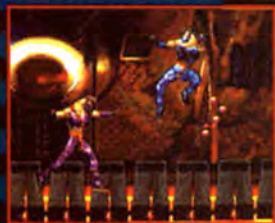
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JUGGLE

MOVE
(P) MP ↓ ↘ → (R) MP

Nail your opponent for an extra loss as you score more points! As your foe reels from a combination attack, tap Down, Down-Toward, Toward and press and release a Medium Punch.



PRESS/RELEASE

MOVE
(P) FK ↘ ↓ ↙ (R) FK

Leave a lasting impression on your rivals with this Press/Release technique! This surprisingly fast Wind Kick should leave their bruised egos smarting for hours. Also check out the press/release Quick Endokuken.





For five years T. J. Combo held the title of heavy-weight boxing champion of the world, basking in the bright lights and cheering fans.



Then, when an investigation into sports violence blasted Combo's brutality in the ring and brought negative publicity,

the cheers turned to jeers and the champion was stripped of his title. Discarded among the forgotten garbage of the inner city streets, T.J. trains for the fight of his life and vows to take on all challengers.

TJ COMBO



While T.J. Combo doesn't have a flashy teleportation or projectile attack, he packs power behind his punch.

Keep your opponent guessing with T. J. Combo's extensive repertoire of dash reversals and fake-outs.



KNEE K.O. MOVE (↔)→

The Knee K.O. attack is effective as both an opener and an ender. Hold Back for a moment, then press Forward and land a Fierce or Quick Kick.



SPINFIST MOVE (←)→

The Spinfist is a popular (and often predictable) opener for T.J. Combo players. Hold Back and then tap Forward and unload a Quick Punch. Try to catch your foes off guard.



REVERSE SPINFIST MOVE (→)←

If you already know Combo's Spinfist move, the button sequence for the Reverse Spinfist linker is easy and logical—Hold Forward and then tap Back and swing in with a Quick Punch.



ROLLERCOASTER MOVE (←)→

The Roller Coaster is one ride your opponent won't want to take. Press Back then Forward while pulling off a Medium Punch. If you charge this move for a full 3 seconds it scores a total of 4 hits.



TOP ATTACK, ANY KICK

FIERCE KICK

MEDIUM KICK

MEDIUM PUNCH

QUICK PUNCH

QUICK KICK

MEDIUM KICK

MEDIUM PUNCH

QUICK PUNCH

QUICK PUNCH

MEDIUM PUNCH

QUICK PUNCH

QUICK PUNCH

MEDIUM KICK

QUICK KICK

MEDIUM PUNCH

FIERCE KICK

QUICK PUNCH

FIERCE PUNCH

MEDIUM KICK

QUICK KICK

JUMP-INS: PATTERN 2

POWERLINE MOVE (←)→

The Powerline is a running charge that carries T.J. the entire length of the screen. Charge Back, then tap Forward and swing a Fierce Punch.

CYCLONE MOVE CHARGE FP THEN RELEASE

The Cyclone Punch requires an extended charging time and works best on stunned opponents. Hold the Fierce Punch and then release to watch T.J. begin his long windup. Land this punch and launch your enemy high into the sky.

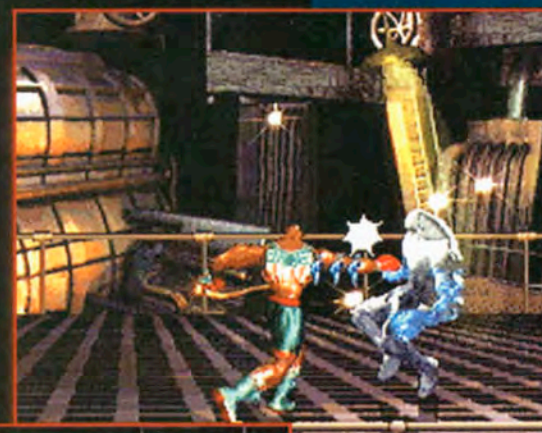


REVERSE SPINFIST (→)←QP

FIERCE KICK

MEDIUM KICK

QUICK PUNCH



KNEE K.O. MOVE (↔)→ MK

The Medium Knee K.O. is not used in combos as are the other Knee K.O. moves. It does, however, serve as speedy counter to many of your opponent's attacks.



POWERLINE (←)→FP

ROLLERCOASTER (←)→MP

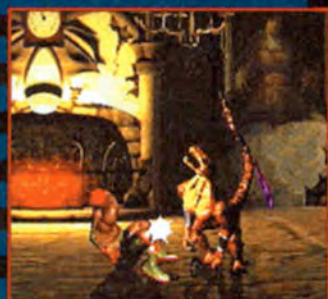
SPINFIST (←)→QP

KNEE K.O. (←)→FK

MOVE

(←)→MP

(←)→MP



MOVE

(→)←QP

(←)→FK



OTHER MOVES

(←)→QK, MP

(←)→MP

(←)→FK, MK

(←)→FP

MOVE

(←)→MP

(←)→FK



Somersault into your enemy and land a quick series of punches. These basic openers are the foundation for the majority of Combo's advanced attacks.

COMBOS



MOVE

JUMP + FP, MK

(←) → FK

MOVE

JUMP + QK, QP

(←) → MP



OTHER MOVES

(←) → FK, MP

(←) → FK



52.1500 COMBO 52 DABREHUF000000



JUMP + MP, FK

(←) → QP

MOVE



COMBOS

MOVE

JUMP + QK, QP

(→)← QP, QP

(←)→ FK



MOVE

(←)→ MP, FK

(→)← QP, MK

(←)→ FK



OTHER MOVES

(←)→ QK, QP

(←)→ QP, FK

(←)→ FP

MOVE

(←)→ FK, MK

(→)← QP, MK

(←)→ FK



COMBOS

ELITE



MOVE
 (←)→ MP, FK
 (→)← QP, MK
 (→)← QP, MK
 (←)→ FK



TOP ATTACK, MK
 (→)← QP, MK
 (←)→ FK



OTHER MOVES
 (←)→ QP, MP
 (→)← QP, FK
 (←)→ FK

MOVE
 (←)→ MP, FK
 (→)← QP, FK
 (←)→ MP



MOVES

ULTRA COMBO
ACTIVATORMOVE
(→)←FP

Finish your opponent in championship form! While your foe's red bar is flashing, enter a combo and press Forward, Back and execute a final Fierce Punch. Zing! Bam! Boom! Send 'em to the moon!

ULTIMATE
COMBO
ACTIVATORMOVE
↓↘↙MK

Wait until your opponent's life bar is flashing before you unleash the fury of T.J.'s Ultimate power. After a three-hit opener, tap Down, Down-Back, Back and execute a Medium Kick. Time to hit the showers!

DANGER
MOVESMOVE
←→→MP

Don't let your opponent suffer from post-fight back pain—use the Chiropractor move! While your foe is stunned, press Back, Forward, Forward and execute a Medium Punch.



OTHER MOVES

↓↘↙FK

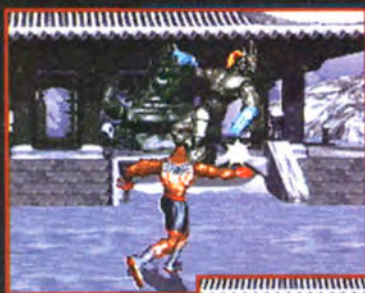




POST-COMBO BREAKERS

MOVE
(←) → FP

T.J. loves to play it loud and proud. Turn up the volume and the pain with a Triple Powerline juggle. When timed properly, this post-combo is a rad TKO! Also try a super-charged press/release Powerline.



HUMILIATION

MOVE
↓ ↓ QP

Teach your opponent some real footwork! Watch him bounce to the funky beat of the T. J. Combo jam! While your defeated foe is reeling, tap Down two times and finish with a Quick Punch.



AIR DOUBLE

MOVE
JUMP + FP or FK,
← MK

Pull off this air double move when you and your foe are simultaneously airborne. Tap Back and then press any kick button.



COMBO BREAKER

MOVE
(←) → KICK

The Knee K.O. is T.J.'s Combo Breaker. Charge Back, then Forward and select the kick button that is one button less than the move being broken.



JUGGLE

MOVE
(←) → FP

Before your foe hits the ground, hold Back, then tap Forward and execute a Fierce Punch.



PRESS/RELEASE

MOVE
(P) FP 3 SEC. (R) FP

Sting like a bee with this press/release move! Press and hold Fierce Punch for three seconds, then let go and execute a Fierce Punch.





B. ORCHID

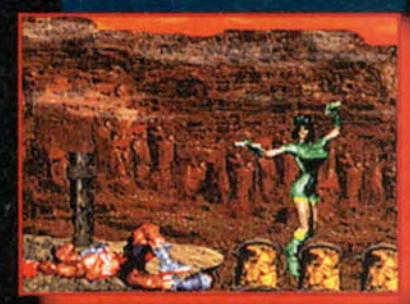
As a secret agent assigned to investigate mysterious disappearances and events surrounding Ultratech's tournament, B. Orchid strives to blend in with the other fighters. Little is known about this Killer Instinct contestant, and that's the way she likes it. While Orchid's background is shrouded in secrecy, it is no mystery that her fighting skills make her a contender.



The Spinning Sword attack is one of the most spectacular and deadly moves in Orchid's arsenal.



The Fire Cat and Flik Flak attacks are easy openers for most beginners to learn and master.



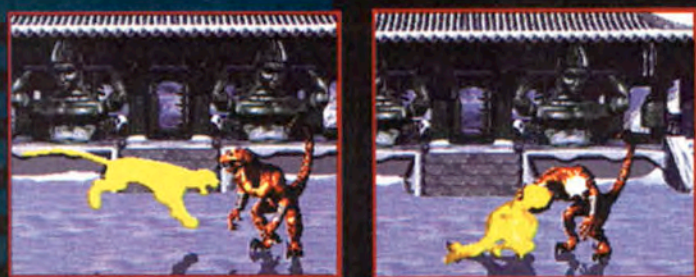
FLIK FLAK MOVE (↔)→

The Flik Flak is a modified cartwheel and favorite opener among B. Orchid fans. Charge Back and then press Toward and activate any kick button. This move also serves as Orchid's combo breaker.



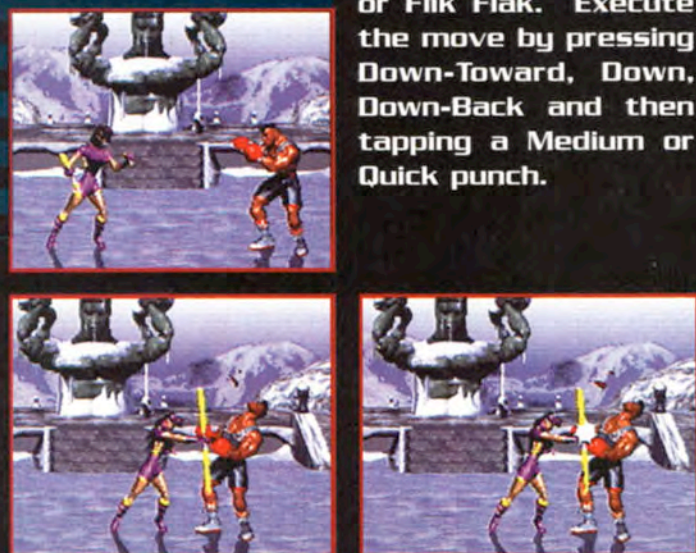
FIRE CAT MOVE (↔)→

The Fire Cat morphs Orchid into a fiery feline. While in the cat-like state, you'll have refuge from inbound projectiles as you close in on your opponent. Charge Back for a moment, then press Toward and execute any punch.



ICHI (NI-SAN) MOVE ↘↘↘

Ichi (Ni-San) is a great opener if you don't have several seconds to activate a Fire Cat or Flik Flak. Execute the move by pressing Down-Toward, Down, Down-Back and then tapping a Medium or Quick punch.



JUMP-INS: PATTERN 3

PIERCE KICK
PIERCE PUNCH
QUICK PUNCH

MEDIUM KICK
MEDIUM PUNCH
QUICK KICK

MEDIUM PUNCH
PIERCE PUNCH
QUICK KICK

QUICK PUNCH
PIERCE PUNCH
MEDIUM KICK

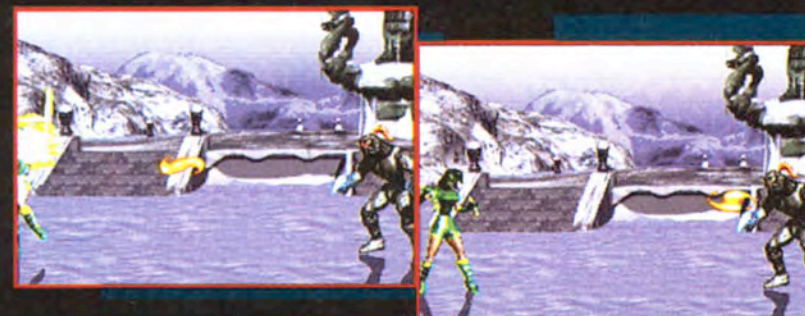
MEDIUM PUNCH
PIERCE PUNCH
MEDIUM KICK
QUICK KICK

QUICK PUNCH
QUICK KICK

TOP ATTACK, FK or MP (DUCKING)

LASAKEN MOVE ↘↘↘ ANY PUNCH

The Lasaken is a practical projectile useful for keeping your opponent at bay—especially when your life bar is nothing more than a short red brick. Tap out Down, Down-Toward, Toward and press any punch button at a smooth, even pace. This attack effectively neutralizes any fireballs or projectiles headed your direction. You can use the Lasaken as an ender, especially after you have swept your opponents off their feet.



REVERSE FLIK FLAK (→)← MK

MEDIUM KICK
QUICK KICK

LASAKEN
↘↘↘ FP

NIGUU GIRI
↘↘↘ FP

FLIK FLAK
(↔)↘ MK

FLIK FLAK
(↔)↘ QK

NIGUU GIRI MOVE ↘↘↘ FP

The cartwheeling blades of the Niguu Giri, or Spinning Sword attack, are useful for sweeping your opponents up off their feet. This dizzying display of sweeping swordcraft requires practice to master, but the result is well worth the effort. Press Down-Toward, Down, Down-Back, and execute a Fierce Punch. The spectacular Spinning Sword assault is one of the most stunning moves in B. Orchid's lethal arsenal.



COMBOS



MOVE
 (←)→ FK, ← + FK
 (←)→ MK



OTHER MOVES

(←)→ FK, QP
 ↘ ↓ ↙ QP

The Flik Flak is a versatile opener with a variety of auto-double options to keep your opponent off balance.

MOVE
 (←)→ MP, FP
 ↘ ↓ ↙ FP



OTHER MOVES

(←)→ MP, MK
 ↘ ↓ ↙ FP
 (←)→ QP, MK
 ↘ ↓ ↙ MP

Depending on which punch button you select, the Fire Cat springs forward a variety of distances. Add a Spinning Sword attack for an easy Blaster Combo.

MOVE
 (←)→ MK, QK
 (←)→ QK



OTHER MOVES

↘ ↓ ↙ MP, QK
 ↘ ↓ ↙ FP

This attack is another variation on the Flix Flak opener. Don't fall victim to an easy Combo Breaker—mix up the strength of your auto double buttons.



MOVE

JUMP + FP, MK
(←) → MK



OTHER MOVES

(←) → FK, QP
(←) → MK

MOVE

JUMP + QP, QK
(←) → QK



OTHER MOVES

(←) → MP, FP
(←) → QK

MOVE

JUMP + MK, FP
↓ ↘ → FP



COMBOS

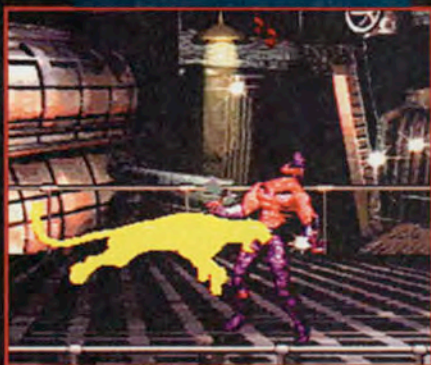
MOVE

JUMP + MK, FP
(→)← MK, QP
(←)→ QK



MOVE

(←)→ MP, QK
(→)← MK, QP
↘ ↓ ↙ FP



OTHER MOVES

(←)→ MP, FP
↘ ↓ ↙ FP

MOVE

↘ ↓ ↙ MP, MK
(→)← MK, QP
(←)→ MK



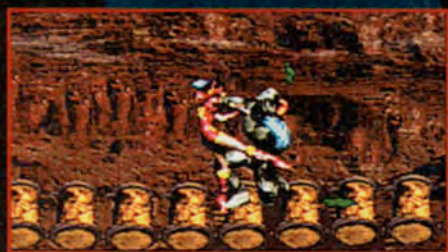
COMBOS

MOVE

TOP ATTACK, FK

(→)← MK, QP

↘ ↓ ↙ FP



MOVE

↘ ↓ ↙ QPX3, QP

(→)← MK, QP

(←)→ QK



(←)→ MP, FP

(→)← MK, QP

↓ ↘ → FP

MOVE



MOVES

ULTRA COMBO
ACTIVATORMOVE
(←)→ MP

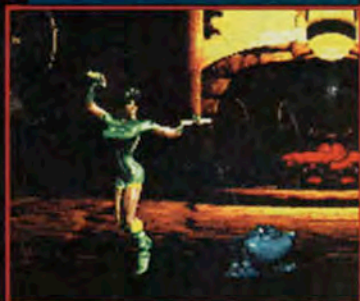
Unload Orchid's Ultra combo on your adversary! Enter Ultra and Ultimate combinations after your foe's life bar is red and flashing. You must link this combo to one of B. Orchid's openers or linkers. Tap Back, Toward and nail your opponent with a Medium Punch.

ULTIMATE
COMBO
ACTIVATORMOVE
→↓↓←← MK

B. Orchid's Ultimate combo is one of the most impressive attacks in Killer Instinct. Link this combination to an opener after your opponent's life bar is red and flashing. Press Toward, Down-Toward, Down, Down-Back, Back and execute a Medium Kick.

DANGER
MOVESMOVE
↓→← QP

One day Orchid's prince will come, but the contestants in the tournament are ugly toads. While your foe is reeling, tap Toward, Down, Back and press Fierce Punch. Squash the toad with a Fierce Kick. Can you think of a flashier ending?



OTHER MOVES

←←→→ QP



POST-COMBO BREAKERS

MOVE
(P) QP ↓↘→ (R) QP

Give your foe a triple dose of trouble with this post-combo breaker move. Your reeling opponent won't have a chance under this barrage of inbound Lasaken attacks. Orchid's press/release Medium Ichi is another valuable addition to her arsenal.



HUMILIATION

MOVE
→↘↓↙← FP

Transform your defeated enemies into lean, not-so-mean, dancing machines! Before your opponent falls to the ground, press Down-Toward, Down, Down-Back, and release a Fierce Punch.



AIR DOUBLE

MOVE
JUMP + FP or FK,
← MK

Knock your foe out with a display of air superiority! While airborne, tap Down, Down-Toward, Toward and let fly with a Quick Punch. Know Orchid's Law of Gravity: If it flies, it dies!



COMBO BREAKER

MOVE
(←) → KICK

Orchid's Flick Flak opener doubles as her combo breaker. Neutralize your foe's combo by charging Back then pressing Toward and selecting the appropriate kick button.



JUGGLE

MOVE
↓↘→ QP

Keep your foe in the air and add to your combo score with a quick post-combo assault. As your opponent falls to the ground, press Down, Down-Toward, Toward and execute a Quick Punch.



PRESS/RELEASE

MOVE
(P) FP (←) → (R) FP

B. Orchid's press/release attack requires some timing and dexterity. Hold the Medium Kick Button and evenly tap Down-Toward, Down, Down-Back before releasing the Medium Kick.





The whirling Triplax and chilling flashing mohawk attack are Chief Thunder's trademark closers.

Thunder possesses the Phoenix Fireball, the only projectile attack that can home in on an opponent.



Chief Thunder touts himself as the mystical defender of his people, but his reasons for entering the Killer Instinct tournament are more personal. Last year Thunder's brother, Eagle, suddenly disappeared shortly after

CHIEF THUNDER

entering Ultratech's contest. Now, Chief Thunder intends to fight his way through the other contenders to solve the mystery and discover the fate of his brother.



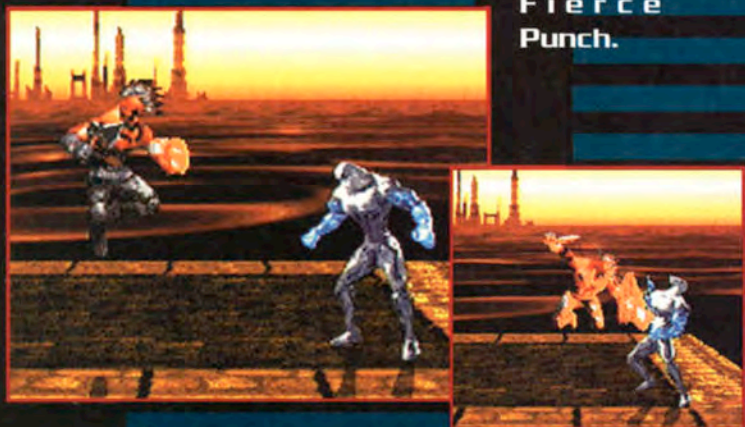
TRIPLAX MOVE (+)→

Thunder executes a Triplax when you hold Back and then press Toward and any punch button. Most players opt for the slower (and more predictable) Fierce Triplax attack as an opener. Avoid a combo breaker by mixing your Triplax with Medium and Quick Punches.



TOMAHAWK MOVE ↓ ↓ ↓

The Tomahawk opener is a difficult mid-air attack that requires both practice and precise timing. While airborne, press Down, Down-Back, Back and then execute a Fierce Punch.

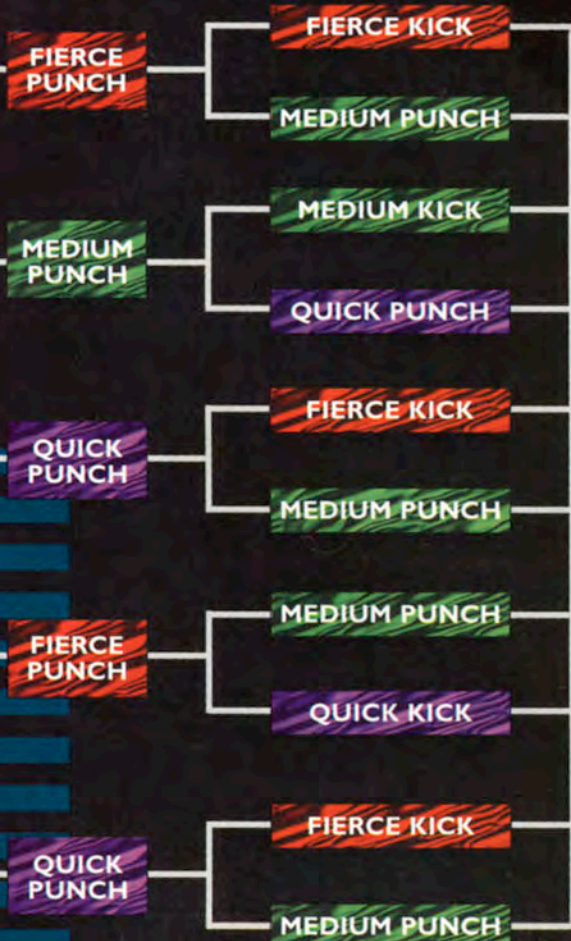


SAMMAMISH MOVE → ↓ ↓ ↓

The Sammamish is a flashing Mohawk attack that tears your opponents skyward off their feet. This easy move also serves as Chief Thunder's combo breaker. Quickly press Toward, Down-Toward, Down, Down-Back, Back, and execute any punch.



JUMP-INS: PATTERN 2



TOP ATTACK, QK or FK

PHOENIX MOVE ↓ ↓ ↓ ANY KICK

Unlike normal projectile attacks, Chief Thunder's Phoenix Fireballs can be controlled after they are launched. Press Down, Down-Toward, and Toward and execute any kick. By holding Up or Down on the Control Pad, you can change the altitude of the Fireball as it homes in on its target.



REVERSE TRIPLAX (+)← MP



REVERSE TRIPLAX MOVE (+)← MP

The Reverse Triplax is an easy opener or linker. Mastering the move is essential for complex combos. Hold Toward and then tap Back while swinging with a Medium Punch.



TRIPLAX
(+)→ FP

SAMMAMISH
→ ↓ ↓ ↓ FP

SAMMAMISH
→ ↓ ↓ ↓ MP

PHOENIX
↓ ↓ ↓ FK

COMBOS

MOVE

(←)→ FP, MP

↓ ↘ → FK



MOVE

(←)→ QP, FK

→ ↘ ↓ ↙ ← FP



(←)→ MP, MK

(←)→ FP

MOVE



The basic combinations featured on this page are seven-hit Master Combos. Enhance Thunder's reputation by adding them to your street fighting repertoire.

COMBOS



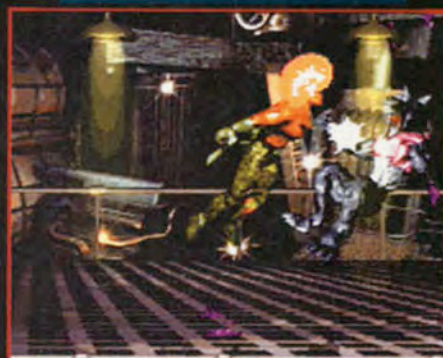
JUMP + MK, ↓ + FP

→ ↓ ← FP
MOVE

MOVE
JUMP + FP, MK
(←) → FP



JUMP + QK, QP
→ ↓ ← FP
MOVE



Each of these jump-in attacks opens at a different strength, making it difficult for your opponent to consistently guess the correct Combo Breaker.



COMBOS

MOVE

JUMP + MP, FK

(→)← MP, FK

→ ↘ ↓ ↙ ← FP



MOVE

(←)→ QP, MP

(→)← MP, QP

→ ↘ ↓ ↙ ← MP



OTHER MOVES

(←)→ MP, QP

(→)← MP, FK

(←)→ QP

MOVE

(←)→ FP, FK

(→)← MP, FK

(←)→ FP



COMBOS

THE

JUMP +

↓ ↙ ← FP, MP

(→) ← MP, FK

→ ↘ ↓ ↙ ← FP

MOVE



TOP ATTACK, QK

(→) ← MP, FK

→ ↘ ↓ ↙ ← MP

MOVE



OTHER MOVES

(←) → QP, MP

(→) ← MP, FK

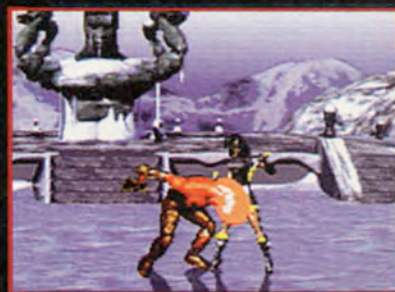
(←) → FP

MOVE

→ ↘ ↓ ↙ ← QP, QP

(→) ← MP, QP

↓ ↘ → FK



Many of these masterful combinations open or close with Chief Thunder's trademark Sammamish attack.

MOVES

ULTRA COMBO
ACTIVATOR

MOVE
(←) → QP

Unleash the fury of this thunderous Ultra combo! Ultra combos can only be executed if your foe's life bar is red and flashing. Land three hits of a normal combo before pressing Back, Toward and executing a Quick Punch.

ULTIMATE
COMBO
ACTIVATOR

MOVE
↓ ↓ ↓ MP

This is the ultimate method for sending your foe to the spirit in the sky! When your opponent's bar is flashing red, start a combo, rapidly tap Down-Toward, Down, Down-Back and launch a Medium Punch.

DANGER
MOVE

MOVE
↓ ↓ ↓ FP

Losing to the mighty Thunder can be a shocking experience. While your defeated foe is reeling, press Down, Down-Toward, Toward and execute a Fierce Punch. Whoa! A splitting headache!



OTHER MOVES

↓ ↓ ↓ FK





POST-COMBO BREAKERS

MOVE
↓ ↘ → QK
(P) MK ↓ ↘ → (R) MK

Burn up the competition with a series of Phoenix Fireballs or a single scorching red flame. No matter what you decide, your opponent is well done and extra crispy.



HUMILIATION

MOVE
↓ ↓ ↓ QK

Teach your opponent Chief Thunder's reign dance! Before your defeated enemy falls to the ground, press Down, Down, Toward, and tap the Quick Kick button. Know any good polkas?



AIR DOUBLE

MOVE
FP or FK, ↓ ↘ ← MP

The Tomahawk attack also serves as Thunder's air double. While you and your opponent are in the air, rapidly tap Toward, Down-Toward, Down, Down-Back, Back and execute a Fierce Punch.



COMBO BREAKER

MOVE
↓ ↘ ← PUNCH

Chief Thunder's Sammamish attack doubles as his combo breaker. Tap Toward, Down-Toward, Down, Down-Back, Back then select and press the punch button of the appropriate strength.



JUGGLE

MOVE
↓ ↘ → QK

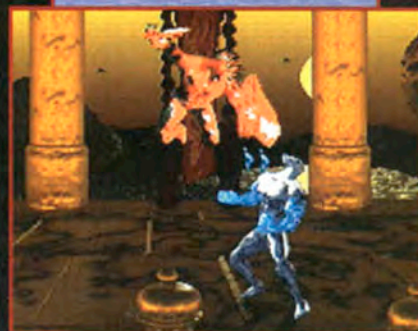
Add another hit to your combination with this post combo attack. As your foe falls to the ground, press Down, Down-Toward, Toward and execute a Quick Kick.



PRESS/RELEASE

MOVE
(P)FP → ↘ ↓ ↘ ← (R)FP

Thunder's press/release move requires some time and space. Press and hold the Fierce Punch button, Tap Toward, Down-Toward, Down, Down-Back, Back, then release the button.





FULGORE

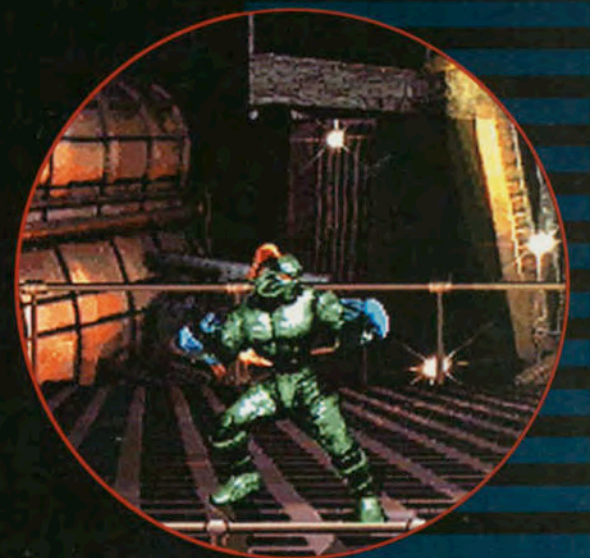
A cybernetic soldier of the future, Fulgore is a prototype designed by the Ultratech corporation. In the years of research and development, researchers have found only one minor flaw: Fulgore does not always follow the instructional code assigned by programmers.

Researchers are optimistic that they will have a solution in the near future. The Killer Instinct tournament serves as a final test prior to mass production.



KI enthusiasts argue that Fulgore is the futuristic alternative to Jago and his traditional martial arts.

Fulgore's memory bank is programmed with a comprehensive selection of special moves and attacks.



LASER STORM

MOVE
↓ ↓ ↓ ANY PUNCH

Launch a Laser-Storm by pressing Down, Down-Toward, Toward and tapping a punch button. Variations of this move allow for multiple laser shots. For additional details, check out the diagrams and photos on the right.



TWO THROW
← ← ↓ ↓ → QP



THREE THROW
→ ← ← ↓ ↓ → QP



JUMP-INS: PATTERN 4

TOP ATTACK, FK or MK

FIERCE KICK

FIERCE KICK

MEDIUM KICK

MEDIUM KICK

FIERCE PUNCH (DUCK)

MEDIUM PUNCH

QUICK KICK

MEDIUM PUNCH

QUICK PUNCH

FIERCE KICK

MEDIUM PUNCH

QUICK PUNCH

CYBERDASH

MOVE
(←) →

The Cyberdash is the easiest opener in Fulgore's arsenal. Hold Back, then tap Toward and execute any Kick button. Avoid a combo breaker and mix up the strength of your kicks—predictable beginners select Fierce Kicks too often.



EYELASER

MOVE
↓ ↓ ↓

The Eyelaser is a blinding opener useful in close quarters. Although it's impressive looking, the laser isn't as popular as the cyberwarrior's other special moves because of its limited range. Press Down-Toward, Down, Down-Back and execute a Fierce Kick.



REFLECT

MOVE
↓ ↓ ↓ ANY PUNCH



Reflect is one of the best defensive moves in the game. When it is executed properly, Fulgore will be engulfed in a blue nimbus of light, and any inbound projectiles will be repelled. Press Down, Down-Back, Back and tap any punch button.

PLASMA-PORT

MOVE
← ↓ ↓ ANY BUTTON

Fulgore gets around in style with the latest in teleportation technology. The Plasma-Port provides this cyberwarrior with the ability to warp in and out of trouble, or even behind the enemy. Take off by pressing Back, Down, Down-Back and then press any button.



← ↓ ↓ PUNCH



← ↓ ↓ KICK



EYELASER
↓ ↓ ↓ FK

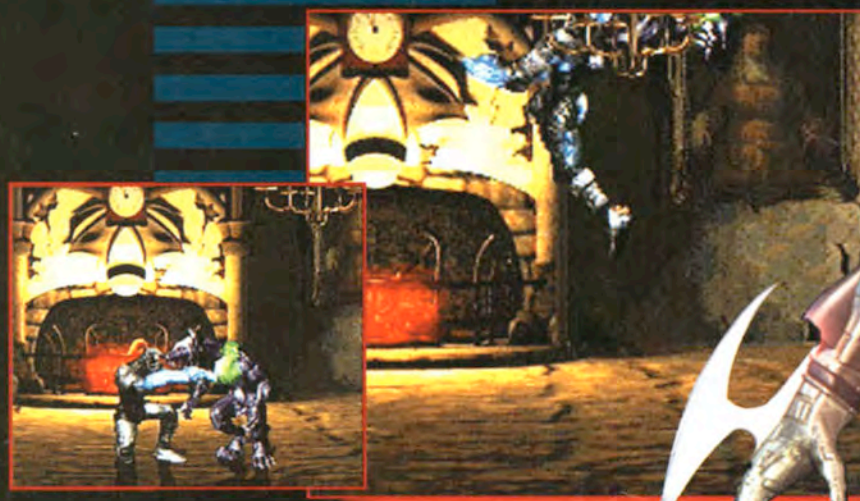
MEDIUM KICK

QUICK PUNCH

PLASMASLICE

MOVE
→ ↓ ↓ FP

The Plasmaslice is an uppercut capable of blasting your opponents up off their feet. At an even pace, tap Toward, Down, Down-Toward and execute a Fierce Punch. Greet your enemy with a Laserstorm as they crash back to earth.



PLASMASLICE
→ ↓ ↓ FP

LASER STORM
↓ ↓ ↓ MP

PLASMA-PORT
← ↓ ↓ QP

CYBERDASH
(←) → MK

COMBOS

MOVE

(←) → FK, FK

→ ↓ ↘ FP



MOVE

(←) → FK, MK

(←) → MK



MOVE

(←) → MK, MP

↓ ↘ → MP

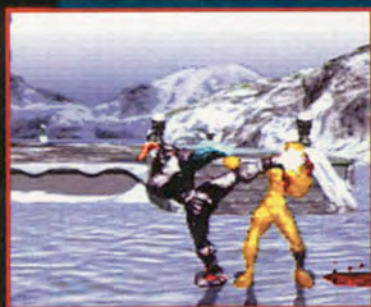


The Cyberdash is an easy and popular opener for beginning Fulgore players. Keep your opponent guessing by mixing up your Fierce and Medium kicks.

COMBOS

MOVE

JUMP + FK, MP
(←) → MK



MOVE

JUMP + FP, MK
→ ↓ ↘ FP



MOVE

JUMP + MP, FK
↓ ↘ → MP



OTHER MOVES

(←) → QK, QP

(←) → MK

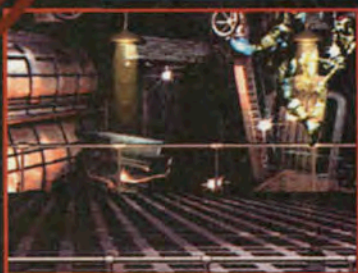


COMBOS

MOVE
JUMP + QK, QP

↘ ↓ ↙ FK, QP

→ ↓ ↘ FP



MOVE
(←) → MK, FP

↘ ↓ ↙ FK, QP

↓ ↘ → MP



MOVE
(←) → FK, FK

↘ ↓ ↙ FK, QP

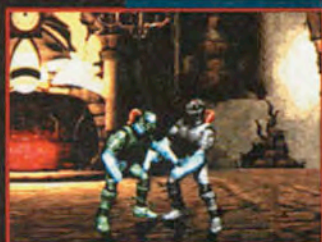
→ ↓ ↘ FP



COMBOS

MOVE

(←)→ QK, QP
 ↘ ↓ ↙ FK, QP
 ← ↓ ↙ QP



TOP ATTACK, QK

↘ ↓ ↙ FK, QP
 (←)→ MK

MOVE



MOVE

↘ ↓ ↙ FK, MK
 ↘ ↓ ↙ FK, QP
 ← ↓ ↙ QP



MOVES

ULTRA COMBO
ACTIVATORMOVE
↓ ↓ ↓ QP

While your opponent's life bar is flashing red, finish your favorite combo by pressing Toward, Down, Down-Toward, and executing a Quick Punch.

ULTIMATE
COMBO
ACTIVATORMOVE
↓ ↓ ↓ MP

Finish off the pathetically weak humans in an ultimate fashion! Launch a final assault while your foe's life bar is flashing red. Wait for the third hit of any combo, then tap Down-Toward, Down, Down-Back and launch a Medium Punch.

DANGER
MOVESMOVE
↓ ↓ ↓ FK

Ever wonder what hideous face lurks beneath Fulgore's mask? While your defeated opponent is still staggering, tap Down, Down-Toward, Toward and launch a Fierce Kick. Let your foes fear the face of death!



OTHER MOVES

↓ ↘ ← FP



POST-COMBO BREAKERS

MOVE
↓ ↘ → QP

Deliver three times the pain with a triple dose of Fulgore's Laser Storm! This post-combo breaker juggle move keeps your opponent helplessly airborne and vulnerable to your next assault.



HUMILIATION

MOVE
← ↙ ↓ ↘ → MK

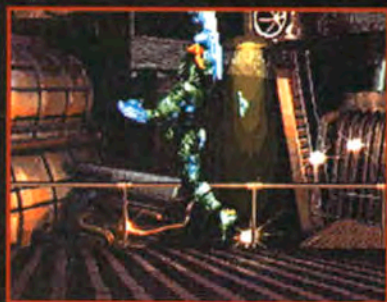
Fulgore finds the human ritual of dancing fascinating and illogical. While your opponent is reeling, tap Back, Down-Back, Down, Down-Toward, Toward and execute a Medium Kick.



AIR DOUBLE

MOVE
JUMP + FP or FK,
→ ↓ ↘ MP

Use this airborne assault to unleash some mechanized mayhem! While you and your opponent are in the air, tap Toward, Down, Down-Toward and Toward and press any punch button.



COMBO BREAKER

MOVE
→ ↓ ↘ PUNCH

Fulgore's Plasmaslice attack is programmed to double as his combo breaker. To break your foe's combo, press Toward, Down, Down-Toward, Toward and tap an appropriate punch button.



JUGGLE

MOVE
↓ ↘ → QP

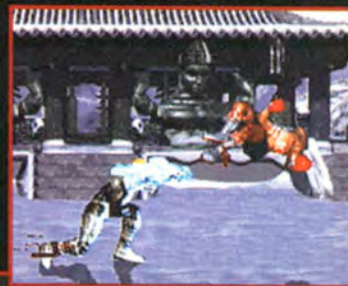
Get in an extra blow and extend your massive combos! As your opponent falls to the ground, quickly tap Down, Down-Toward, Toward and execute a Quick Punch.



PRESS/RELEASE

MOVE
(P) FK (←) → (R) FK

Fulgore's press/release move is a fierce Cyberdash that may require some practice to master. Press and hold Fierce Kick, then charge Back, Toward and release the Fierce Kick button.





Killer Instinct's
primeval preda-
tor leaps into
action!



Riptor has many variations
to his moves, and his combos
are relatively easy to string
together.

RIPTOR



Born in the
seething gene
pits of
Ultratech's DNA
Manipulation Project,
Riptor combines reptilian
ferocity with human cun-
ning. His first opponent
mistook him for a "mere"
animal, to his eternal
regret. Not
even his
creators
know how
intelligent Riptor
really is, and no one
can guess his motivations.
Does he fight to survive?
To win his freedom? Or for
the sheer enjoyment of it?



RIPTOR RAGE MOVE (←)→

Use this to charge towards and head butt your opponent. You'll always run the length of the screen, but the force of the blow will vary.



TAILFLIP MOVE ↘↘↘

As an opener, the Tailflip works best at close range. You can do it in the air with a Fierce Kick, covering a lot of distance for that element of surprise!



JUMP RAKE MOVE (←)→

The Jump Rake is the easiest opener to use when going for the big combos. A Jump Rake with a fierce kick is not an opener, but you can get two hits with it.



DRAGON BREATH MOVE ↘↘↘

This is a very powerful opener, but it can also be used to crisp your opponent as they charge toward you. Want some toast?



TOP ATTACK, FK or QK

FIERCE PUNCH

FIERCE KICK

MEDIUM KICK

MEDIUM PUNCH

MEDIUM KICK

QUICK PUNCH

QUICK PUNCH

FIERCE PUNCH

MEDIUM PUNCH

FIERCE KICK (AIR)

MEDIUM PUNCH

QUICK PUNCH

MEDIUM KICK

FIERCE PUNCH

FIERCE KICK

QUICK KICK

QUICK KICK

FIERCE KICK

MEDIUM KICK

MEDIUM KICK

FIERCE PUNCH

QUICK PUNCH

QUICK KICK

FIERCE KICK

MEDIUM KICK

QUICK KICK

QUICK PUNCH

FIERCE PUNCH

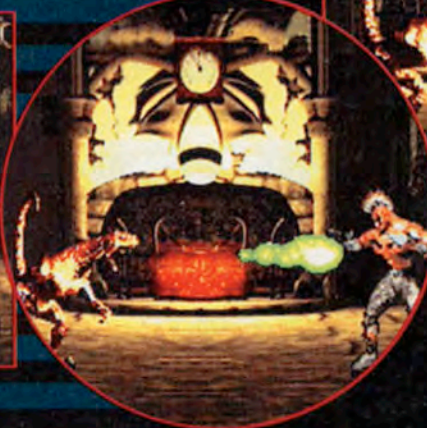
MEDIUM PUNCH

QUICK KICK

JUMP-INS: PATTERN I

FLAMING VENOM MOVE ↓↘↘ ANY PUNCH

The Flaming Venom control sequence ends by pressing Back, so this maneuver flows easily into charge moves like the Jump Rake and Riptor Rage. If you're quick, you can also let loose a ball of Flaming Venom from the air. The putrid projectile zooms down at an angle, burning everything in its path. Death from above!



REVERSE JUMP RAKE (→)← QK

QUICK PUNCH

MEDIUM KICK

JUMP RAKE (←)← FK

UPPERCUT SLASH ↗↗↗ QP

FLAMING VENOM ↓↘↘ FP

TAILFLIP ↘↘↘ MK

REVERSE JUMP RAKE MOVE (→)← QK

With so many charge moves in Riptor's repertoire, the Reverse Jump Rake works well as both an opener and a linker. There are lots of auto double options, too, so even if you make a mistake, chances are you'll land at least three to six hits.



COMBOS

MOVE

(←)→ MP, QP

(←)→ FK



OTHER MOVES

(←)→ QP, MP

(←)→ FK

(←)→ QK, QP

↘ ↓ ↙ MK

MOVE



MOVE

(←)→ QP, MP

↘ ↓ ↙ QP



COMBOS



MOVE

JUMP + QK, QP
(←) → FK



MOVE

JUMP + FK, MP
↓ ↙ ← FP



OTHER MOVES

↘ ↓ ↙ MK, FP

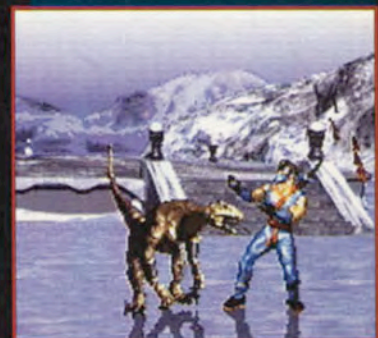
↘ ↓ ↙ MK

↘ ↓ ↙ QK, MK

↓ ↙ ← FP

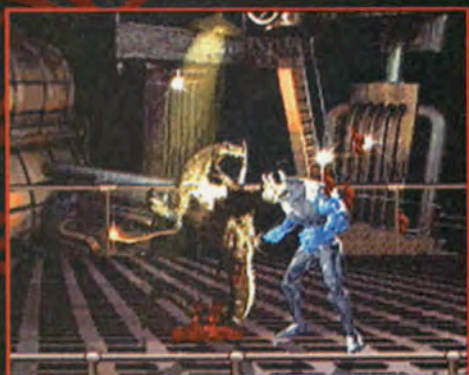
MOVE

JUMP + QP, QK
↘ ↓ ↙ MK



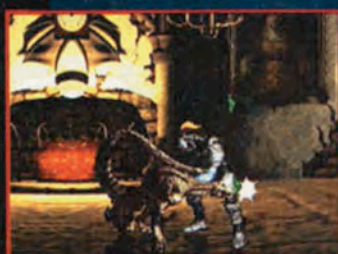
MOVE

JUMP + MP, FK
(→)← QK, MK
(←)→ FK



MOVE

(←)→ QP, MP
(→)← QK, FK
(←)→ FK



↘ ↓ ↙ FK, MP
(→)← QK, QP
(←)→ FK

MOVE



COMBOS

THE

MOVE

(←)→ QP, MP

(→)← QK, FK

↓↙↘ FP

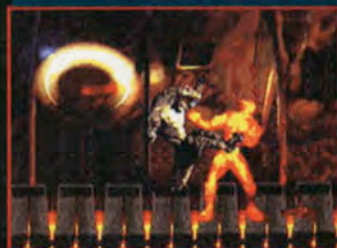


MOVE

TOP ATTACK, QK

(→)← QK, MK

(←)→ FK



MOVE

↓↙↘ FP, QK

(→)← QK, MK

(←)→ FK



MOVES

ULTRA COMBO
ACTIVATORMOVE
(←)→QK

If you're looking for a slashing good time, just charge Back and then press Toward and Quick Kick!

ULTIMATE
COMBO
ACTIVATORMOVE
←←↓↑→QP

Roll the control pad from Back to Toward and press a Quick Punch to activate the Ultimate combo, which leads straight into Riptor's Danger Move. Fight a bout and then have a light snack—yum!

DANGER
MOVESMOVE
←←↓↑→MP

Riptor lucks out again with three Danger Moves. You can choose from a post-fight meal, a splash of acidic venom or a vicious tail strike.



OTHER MOVES

←← MK

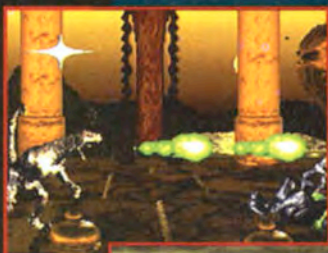
→→← FK



POST-COMBO BREAKERS

MOVE
(P) MP ↓ ↙ ↘ (R) MP

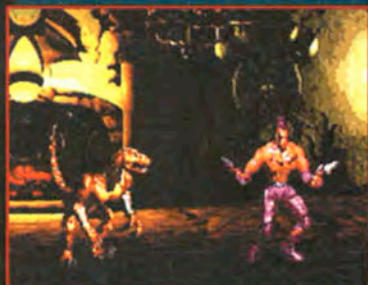
Blast your pathetically weak opponent back into the Stone Age with a cool blue fireball. You also have the option of tossing up three Flaming Venoms with a Quick Punch.



HUMILIATION

MOVE
↓ → → FP

You wouldn't expect Riptor to be comfortable on the dance floor, but he's not shy about making his opponents show their skills!



AIR DOUBLE

MOVE
JUMP + FP or FK,
↙ MK

Press Down-Toward, Down, Down-Back and any punch to make Riptor lunge in midair, claws extended and teeth bared!



COMBO BREAKER

MOVE
(↔) → KICK

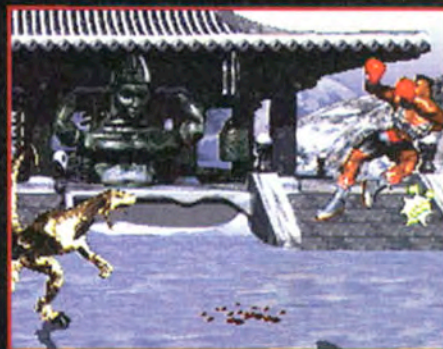
Turn the tables on your adversary with this combo breaker. Leap out of harm's way by pressing Back, Forward and any kick.



JUGGLE

MOVE
↓ ↙ ↘ QP

To add a searing blast of Flaming Venom at the end of a combo, press Forward, Down, Back and a Quick Punch.



PRESS/RELEASE

MOVE
(P) QP ↘ ↓ ↙ (R) QP

Any ender is faster when done as a press/release. Rip one out before your slow thinking opponent catches a clue.





SABREWULF



Most of Sabrewulf's attacks are charge moves, making it simple to flow from one to another.

Sabrewulf is one of the best choices for beginners wanting to learn the basic mechanics of the game.



In this future world, medical science has proven that the curse of the werewolf is physio-

logical, not supernatural. This is small comfort to Sabrewulf, who has

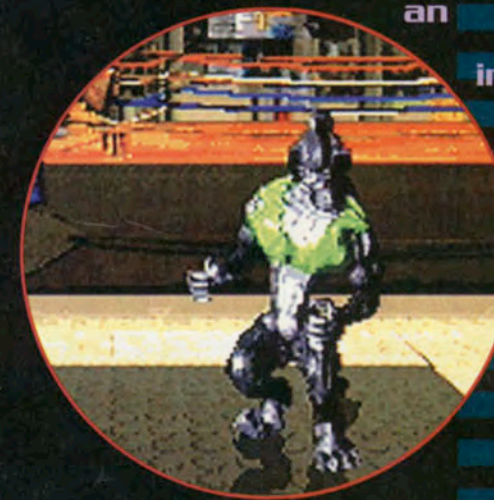
lived his life alone, afraid of what havoc he might wreak with his uncon-

trollable rages. Now

a contestant in the Killer Instinct tournament, Sabrewulf can finally let the beast within him run free. But Ultratech has given him

an even greater incentive to fight:

if he wins, they will return him to human form permanently!



SABREPOUNCE MOVE $(\leftrightarrow)\rightarrow$

The only drawback to this versatile move is that it can be quickly countered if your opponent sees you in time. It's a terrific surprise attack, and if the timing is just right, projectiles will pass right through you.



JUMP-INS: PATTERN I

FIERCE KICK

MEDIUM PUNCH

QUICK PUNCH

MEDIUM KICK

FIERCE PUNCH

QUICK PUNCH

QUICK KICK

FIERCE PUNCH

MEDIUM PUNCH

FIERCE PUNCH

FIERCE KICK

QUICK PUNCH

MEDIUM PUNCH

FIERCE KICK

MEDIUM PUNCH

QUICK PUNCH

FIERCE PUNCH

MEDIUM KICK

TOP ATTACK, QP or QK

SABRECUT MOVE $(\leftrightarrow)\rightarrow$

Here's another weapon in Sabrewulf's arsenal that will have you howling in victory. The low Fierce Punch auto double is tricky but not impossible.



SABREROLL MOVE $(\leftrightarrow)\rightarrow$

Like the Sabrecut, the Sabreroll is best used at close range. If you start far away, the punch won't be fast enough for a combo.



SABRESPIN MOVE $(\leftrightarrow)\rightarrow$

This opener is the beginning fighter's best friend! It's one of the easiest attacks in the game to execute, its speed is tough to counter and it flows very smoothly into other combo moves.



FLAMING BAT MOVE $\downarrow\downarrow\downarrow$ ANY PUNCH

Projectile attacks aren't very threatening on their own, but they work well in concert with other moves. Toss a Flaming Bat before using the Sabrepounce as an opener.



HOWL MOVE $\downarrow\downarrow\downarrow$ FK

You might think the Howl is just a fun trick, but it can actually supercharge your attacks. Howling before a Sabreroll or Sabrespın, for example, will add extra range and power to your hits. You'll cover nearly twice the distance and send your opponent to the moon!



REVERSE SABRESPIN MOVE $(\rightarrow)\leftarrow$ MP

REVERSE SABRESPIN MOVE $(\rightarrow)\leftarrow$ MP

The Sabrespın/Reverse Sabrespın combo is formidable, even in a beginner's hands. If you follow the combo tree chart, you'll see that you can go from the opener to the linker using just the Control Pad and the Medium Punch. The only change you'll have to make is the shift to the Quick Kick for the ender. Charge up for action!



SABRESPIN $(\leftrightarrow)\rightarrow$ QP

SABREPOUNCE $(\leftrightarrow)\rightarrow$ FK

SABREPOUNCE $(\leftrightarrow)\rightarrow$ MK

SABREROLL $(\leftrightarrow)\rightarrow$ QK

FIERCE KICK

MEDIUM PUNCH



MOVE

(←)→ QP, MK

(←)→ QK



OTHER MOVES

(←)→ QK, FP

(←)→ MK

Sabrewulf moves at blinding speed, and if you're not careful, he'll finish the opener and auto double before you can execute the ending charge move!

(←)→ FK, QP

(←)→ FK

MOVE



OTHER MOVES

(←)→ FK, MP

(←)→ QP

Using two Fierce Sabre Pounces adds the element of surprise and devastating power to your attack, and the Ender may score multiple hits.

MOVE

(←)→ FP, FK

(←)→ MK



OTHER MOVES

(←)→ FP, QP

(←)→ QP

COMBOS



MOVE

JUMP + FP, MK
(←) → FK



OTHER MOVES
JUMP + FP, MK
(←) → MK

MOVE

JUMP + MK, FP
(←) → QP



OTHER MOVES
(←) → QK, FP
(←) → FK

MOVE

JUMP + QP, QK
(←) → QK



OTHER MOVES
(←) → FP, FK
(←) → FK



COMBOS

MOVE
JUMP + MP, FK
(→) ← MP, FK
(←) → MK



MOVE
(←) → FK, MP
(→) ← MP, QP
(←) → FK



OTHER MOVES

(←) → QK, FP
(→) ← MP, FK
(←) → QP

MOVE
(←) → FP, QP
(→) ← MP, QP
(←) → MK



COMBOS

ELITE

(←)→ QK, MP
(→)← MP, FK
(←)→ QK

MOVE

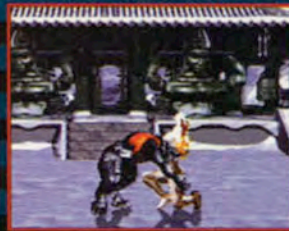


MOVE

TOP ATTACK, QK

(→)← MP, QP

(←)→ FK



OTHER MOVES

(←)→ QK, FP

(→)← MP, MP

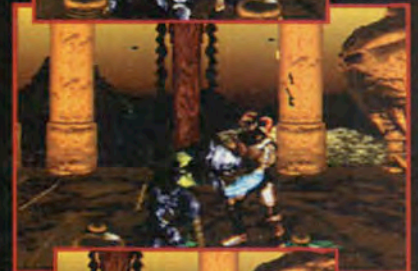
(←)→ FP

MOVE

(←)→ FK, QP

(→)← MP, FK

(←)→ QP



MOVES

ULTRA COMBO ACTIVATOR

MOVE
(→)←QK

Sabrewulf turns slapping into an art form with this combo. Press Back, Toward and Quick Kick to unleash a flurry of swipes and swats. You don't have to play tennis to have a good backhand!



ULTIMATE COMBO ACTIVATOR

MOVE
↓↘→FP

After you've landed a few hits, roll the Control Pad Down, Down-Toward, Toward and hit Fierce Punch to start the ball rolling on an Ultimate combo. Your opponent will make an terrific scratching post!



DANGER

MOVE←←MK

The first Danger Move is performed at close range. If your claws don't need sharpening, use the second Danger Move (while standing several paces away) to send your opponent flying towards your TV screen.



OTHER MOVES

←←→MP



POST-COMBO BREAKERS

MOVE
(←)→FK

Get the jump on your foe with this post-combo breaker move! Use a Fierce Kick to pounce across the screen and put the bite on your opponent. Sabrewulf also gains the power to roll or spin twice as far after a breaker.



AIR DOUBLE

MOVE
JUMP + FP or FK,
← MK

If you and the other fighter are in midair, press Back, Toward and a Medium Kick to spring forward. This maneuver is effective even at mid- to long-range.



JUGGLE

MOVE
(←)→FK

This post-combo move is another pouncing attack, which catches your adversary just as he hits the ground. Timing is more crucial here than with other post-combo moves.



COMBO BREAKER

MOVE
(←)→KICK

Despite his great speed, even Sabrewulf can get caught in the middle of a long combo. Press Back, Toward and the appropriate punch to spin away from danger.



HUMILIATION

MOVE
→→→QP

You can make your helpless opponent "vogue" with the best of them by pressing Toward, Toward, Toward and a Quick Punch.



PRESS/RELEASE

MOVE
(P) FK (←)→ (R) FK

Sabrewulf's press/release moves are more powerful versions of his Sabrespin, Sabrecut and Sabrepounce ends. These attacks also have much greater range.





He may look like a lightweight opponent, but Spinal has speed and experience on his side!

Spinal is one of the most challenging fighters to use, but in the hands of a skillful player he's devastating.



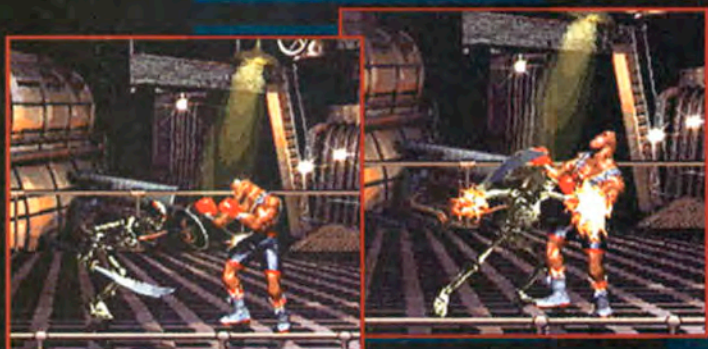
Even the most hardened veterans of the Killer Instinct arena would

admit the need for food, rest and relaxation between bouts, but not Spinal. His single, driving need is his lust for battle. Brought back to a semblance of life by the arcane technologies of Ultratech's bio-engineers, this ancient warrior has one advantage that the other fighters lack. For him, the spectre of Death holds no fear.

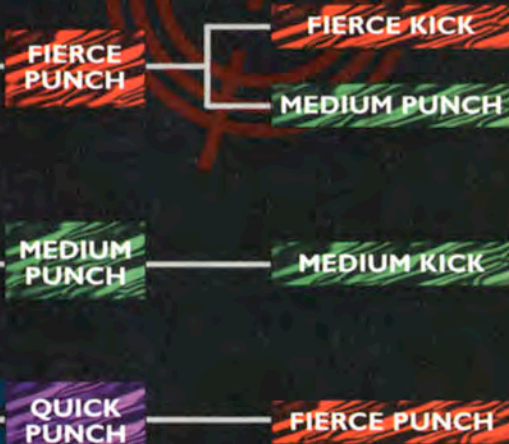


BONESHAKER MOVE

This attack is easy to execute, but your opponent will see you coming from a mile away! The Boneshaker also flows easily into the linker.

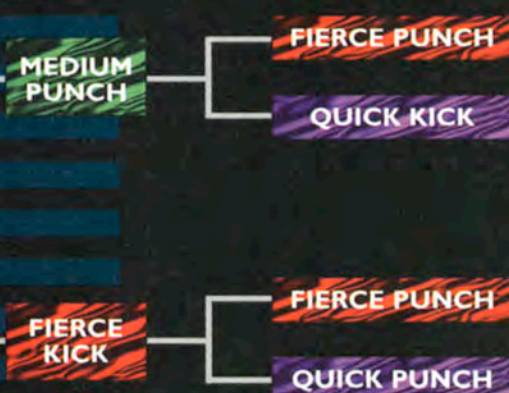
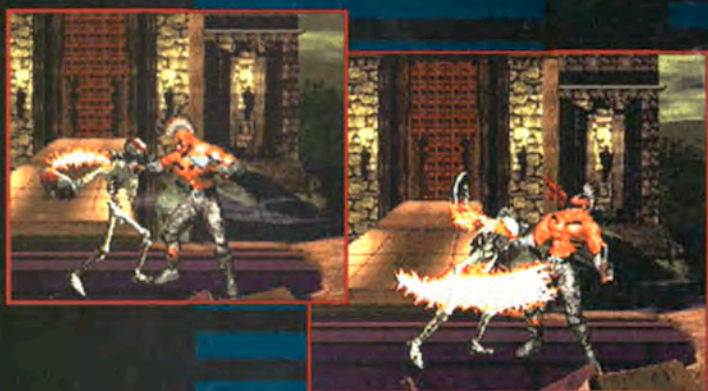


TOP ATTACK, QK or MP



SOULSWORD MOVE

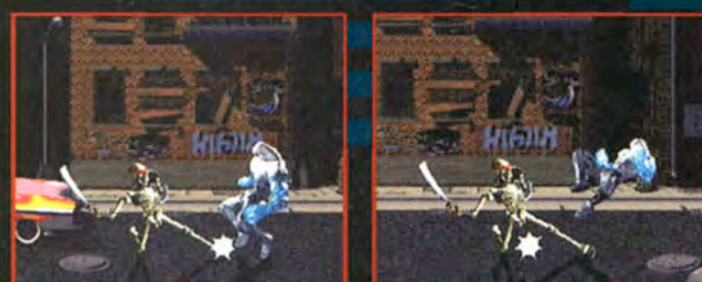
The sizzling Soulsword is effective only at very close range, and since you have to charge it while moving Back, it can be hard to use. When it lands, get ready for some Killer Instinct barbecue!



JUMP-INS: PATTERN 1

REVERSE SOULSWORD MOVE

As most of Spinal's attacks have him moving forward, the Reverse Soulsword is a more logical choice as an opener than the Soulsword. Use a Boneshaker or Footslide to get in range, then unleash the searing blade!



POWER DEVOUR MOVE

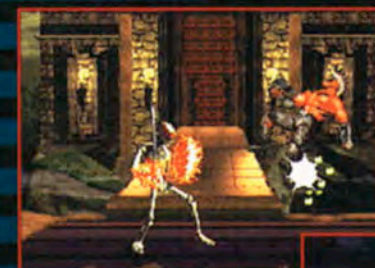
Spinal can throw projectiles, but he must first take the necessary power from others. Hold Back and Quick Punch to absorb any projectiles or openers thrown at you.



REVERSE SOULSWORD
(→)← MP

SEARING SKULL MOVE

Press Down, Down-Toward, Toward and any punch to unleash a Searing Skull. You can throw one skull for every move you absorb.

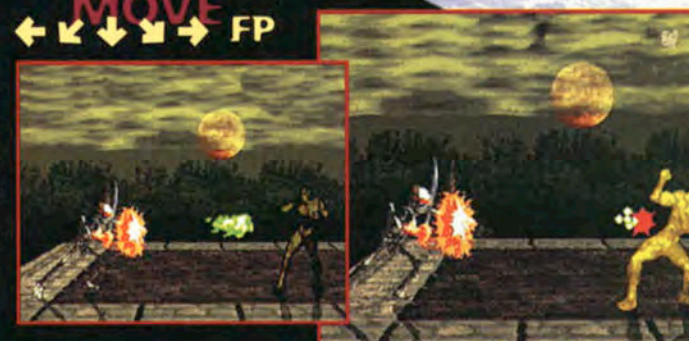


SKELEPORT
↓ ↓ ANY BUTTON

BONESHAKER
→ → ANY PUNCH

SUPER SEARING SKULL MOVE

Blaze a trail with this quick roll move topped with a Fierce Punch. The Super Searing Skull uses more stored energy (equal to two or three absorbed moves) than the regular attack, but it inflicts that much more pain!



SKELEPORT MOVE

↓ ↓ ANY KICK (BEHIND)
↓ ↓ ANY PUNCH (IN FRONT)

PRESS QP OR QK
↑ ↓ ↓ THEN RELEASE

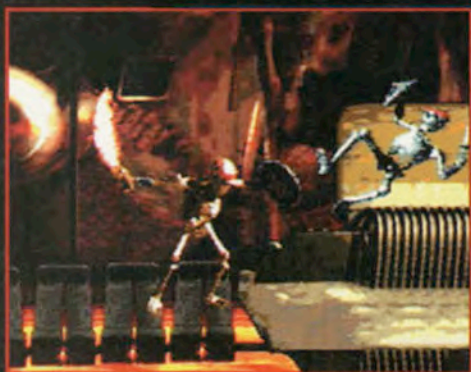
If you're on the ropes, a quick Skeleport with an added combo can pave the way for a come-back attack. The in-air Skeleport is especially sneaky, though a bit difficult to do.



COMBOS

(←)→ MP, FP

→→ FP
MOVE



OTHER MOVES

→→ MP, MK

→→ MP

MOVE

→→ FP, MK

→→ QP



OTHER MOVES

→→ FP, FK, ↓↓ FK

Spinal is one of the tougher fighters to win with, but this combo is extremely easy to do and frighteningly effective.

→→ MP, MK

↓↓ QK
MOVE



OTHER MOVES

JUMP + FK, MK,

↓↓ MK

You might wonder what a Skeleport is doing at the end of a combo, but you'll find that this move is full of surprises!



MOVE
JUMP + QK, QP
→ → QP



MOVE
JUMP + FP, MK
↓ ↓ MK



OTHER MOVES
(→) ← MP, QK
(→) ← MP

MOVE
JUMP + FK, MP
→ → MK



COMBOS



MOVE

JUMP + MK, FP

(→)← MP, FP

→→ FP



MOVE

(←)→ MP, QP

(→)← MP, MK

↓↓ FP



OTHER MOVES

→→ QP, FP,

(→)← MP, MK,

→→ QP

MOVE

→→ FP, FK

(→)← MP, FP

→→ MP



COMBOS

W
F
F

MOVE

↙ ↘ ↗ FK, FP
(→) ← MP, FP
→ → QP



TOP ATTACK, MP

(→) ← MP, FP

→ → FP

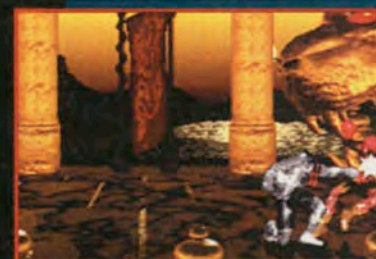
MOVE



↙ ↘ ↗ FK, QP

(→) ← MP, QP

MOVE



MOVES

ULTRA COMBO
ACTIVATORMOVE
↓ ↓ ↓ FP

The great bonus to this Ultra combo is that it ends with several rapid-fire Searing Skulls, even if you don't have any skull power stored up.

ULTIMATE
COMBO
ACTIVATORMOVE
↓ ↓ ↓ QP

Press Down-Toward, Down, Down-Back and a Quick Punch to activate Spinal's Ultimate combo. When you're done with him, your opponent will have even less meat on his bones than you do!

DANGER
MOVESMOVE
← ← ← MK

Spinal isn't the easiest warrior to work with, but all your hard work and patience pay off in the form of easy Danger Moves. Turn your opponent into ashes or a shish kabob!



OTHER MOVES

← ← → QK



POST-COMBO BREAKERS

MOVE
↓ ↘ → QP

Time to break someone else's bones! Spinal's combo breaker lets him take a double swipe with his Soulsword, and adds three skulls to his arsenal, all of which he can throw for a juggle.



HUMILIATION

MOVE
→ ↘ ↓ ↙ ← FK

Though Spinal is a pretty flexible guy, he'd rather see someone else get up and dance in front of a live studio audience.



AIR DOUBLE

MOVE
JUMP + FP or FK, ← MK

Spinal may look spindly, but this Air Double maneuver will send him hurtling across the screen with hurricane force!



COMBO BREAKER

MOVE
→ → PUNCH

Press Toward, Toward and a punch to break a combo. If there are any bones to be broken, Spinal would rather they weren't his!



JUGGLE

MOVE
↓ ↘ → QP

Spinal will gladly cut your flight short with a barrage of Searing Skulls. Depending on your speed and timing, you can let fly up to five Searing Skulls before your opponent lands.



PRESS/RELEASE

MOVE
(P) QK ↑ ↓ ↓ (R) QK

While Spinal's press/release teleportation attack looks rad, the move demands timing and plenty of practice. Jump up after holding down the Quick Punch or Quick Kick Buttons.



OTHER MOVES

(P) QK ↑ ↓ ↓ (R) QP



Glacius keeps his cool in the heat of battle, no matter what the provocation!

Though he has fewer moves than some of the other warriors, Glacius can be a formidable foe.



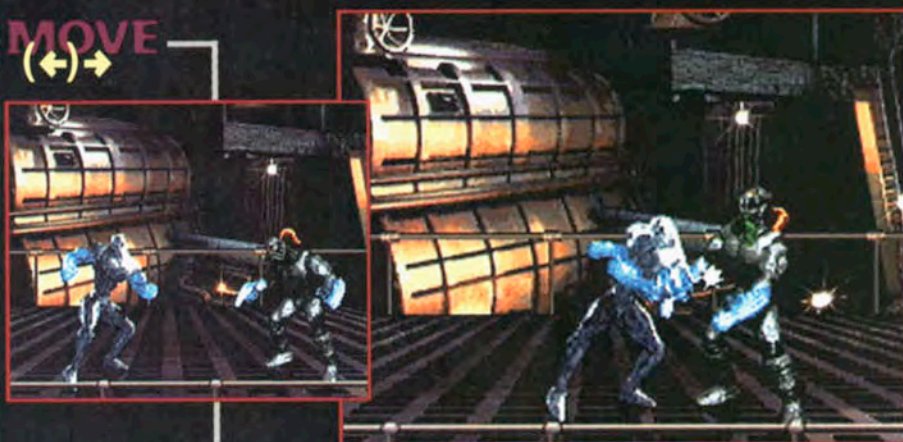
GLACIUS



Glacius could not have predicted the cruel fate that would befall him as he traveled the remote reaches of space. He was excited to have discovered intelligent life forms on a planet the natives called Earth. His joy at the prospect of meeting a new species soon turned to horror as his ship crashed on the planet surface. Dazed and outnumbered, he was taken prisoner by an Ultratech Security team, and later forced to fight in the Killer Instinct arena. Once an explorer and pioneer, Glacius must now fight to keep himself and his dreams of freedom alive.

COLD SHOULDER MOVE (\leftarrow) \rightarrow

Like other basic charge moves, the Cold Shoulder is a fast but easily blocked attack. Because you must hold Back for two seconds before pressing Toward and a punch button, your opponent won't have a hard time predicting your next move and possibly setting you up for a sucker punch.

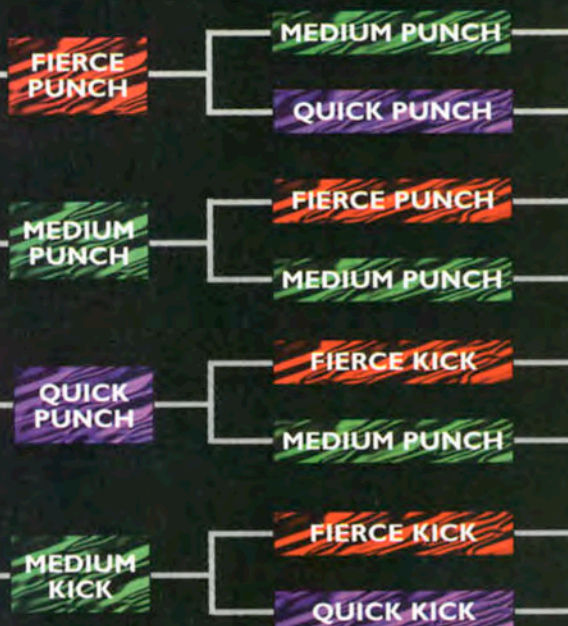


LIQUIDIZE MOVE \downarrow \rightarrow \rightarrow

This is perhaps the best opener you've got, especially when done at close range, giving your opponent less time to block or counter. Depending on the range, you can teleport to the other side of your opponent.



JUMP-INS: PATTERN 1



TOP ATTACK, MP or QK (DUCK)

SHOCKWAVE MOVE \downarrow \rightarrow \rightarrow ANY PUNCH

Press Down, Down-Toward and any punch button to bounce an icy blast across the screen. This bright blue bolt is slower than some projectiles, but it's particularly devastating, especially at the end of a combo. It can also be used to distract or soften up an opponent before you leap in with a combo opener.



REVERSE COLD SHOULDER (\rightarrow) \leftarrow MP



LIQUIDIZE \downarrow \rightarrow \rightarrow FK

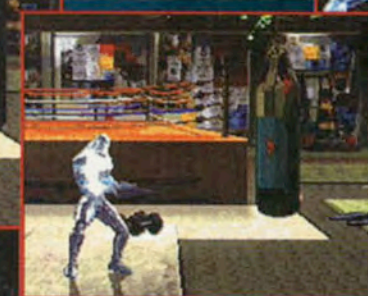
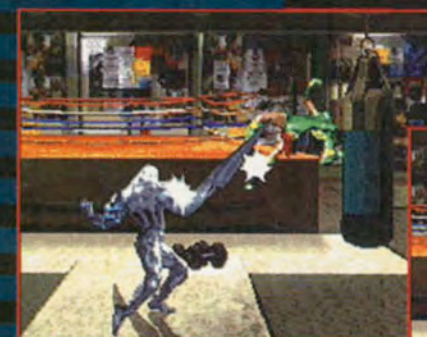
LIQUIDIZE \downarrow \rightarrow \rightarrow MK

SHOCKWAVE \downarrow \rightarrow \rightarrow FP

ICE LANCE \rightarrow \downarrow \leftarrow QP

ICE LANCE MOVE \rightarrow \downarrow \leftarrow QP

This move will remind you of a certain "terminating" android in a movie starring a famous bodybuilder! When it's used to finish a long combo, Gladius's arm turns into a spike of glittering savagery, slicing up the competition for extra hits.



COMBOS

MOVE
 ↓ ↘ → MK, FK
 ↓ ↘ → FK



OTHER MOVES

(←) → MP, FP
 ↓ ↘ → FP

The ender has a special finale you may not expect from so simple a combo: a triple uppercut that will send your opponent into the wild blue yonder!

MOVE
 (←) → MP, FP
 ↓ ↘ → FP



OTHER MOVES

← ↘ ↓ ↘ → MK, QK
 ↓ ↘ → FP

MOVE
 (←) → FP, MP
 ↘ ↓ ↘ QP



OTHER MOVES

(←) → FP, MP
 ↓ ↘ → MK

COMBOS



MOVE

JUMP + FP, MK
↓ ↘ → MK



MOVE

JUMP + MP, FK
↓ ↘ → FK



MOVE

JUMP + QK, QP
↘ ↓ ↙ QP



OTHER MOVES

(←) → MP, FP
← ↙ ↓ ↘ → QP

COMBOS

JUMP + FK, MP

(→)← MP, QP

↓ ↘ ↙ QP

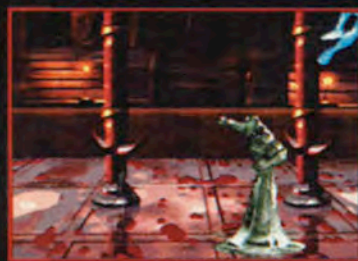


MOVE

(←)→ MP, MP

(→)← MP, FK

↓ ↘ ↙ FK



OTHER MOVES

(←)→ QP,

FK, (→)← MP, FK

(←)→ FP

MOVE

↓ ↘ ↙ MK, QK

(→)← MP, MP

↓ ↘ ↙ FP



COMBOS

MOVE

(→)← MP, MP

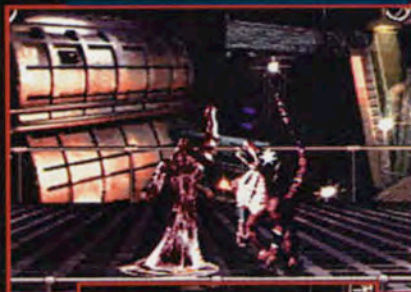
↓ ↘ → QP

MOVE

TOP ATTACK, MP

(→)← MP, QP

↓ ↘ → MK



MOVE

(←)→ FP, QP

(→)← MP, QP

↓ ↘ → FK



MOVES

ULTRA COMBO ACTIVATOR

← → FP
MOVE

Are you ready for a filet o' Fulgore or a Riptor prime rib? Press Back, Toward and Fierce Punch to cut loose with your hand spikes and finish with a Liquidized uppercut.



ULTIMATE COMBO

↓ ↙ ↘ QP
MOVE

Roll the Control Pad Down, Down-Back, Back and press the Quick Punch Button to activate this Ultimate Combo. The ender will transform your foe into a frigid monument to your superior fighting skill!



DANGER MOVES

← ← ← FK
MOVE

Glacius uses his morphing powers to their fullest in the tournament, though he saves some of his best stuff for the match-ending Danger Moves. These moves are simple but very effective!



OTHER MOVES

← ↙ ↘ → MP





POST-COMBO BREAKERS

MOVE
(P) QP ↓ ↘ → (R) QP

The icy Shockwave is one of the slower projectile attacks, but the post-combo version has some extra speed and packs an even greater punch than the normal version. His post breaker juggle move is a Liquidize with a Fierce Kick.



AIR DOUBLE

MOVE
JUMP + FP or FK,
← MK

Take to the air with this powerhouse kick! Press Back, Toward and any kick to launch a mid-air attack on an unsuspecting foe.



JUGGLE

MOVE
↓ ↘ → FK

The normal Liquidize uppercut ender is bad enough, but this post-combo variation will make your opponent go ballistic! If you're lucky, you may even get a triple hit out of it.



HUMILIATION

MOVE
↓ ↘ → QK

Glacius doesn't quite understand this earth custom known as dancing, and he'd like some of the other Killer Instinct combatants to demonstrate it for him.



COMBO BREAKER

MOVE
(←) → PUNCH

Glacius puts his best shoulder forward with this combo breaker. Press Back, Toward and a punch button to bring an incoming combo to a halt.



PRESS/RELEASE

MOVE
(P) QP ↘ ↓ ↘ (R) QP
(P) FP ↓ ↘ → (R) FP

Go for a fast finish with any press/release ender! Using these attacks ices your opponent's chances at pulling off the right combo breaker!





Blazing his way across the Killer Instinct arenas, Cinder makes a fiery impression on anyone he battles!



Because Tap moves make up most of Cinder's fighting repertoire, it takes finesse to control him precisely.

CINDER



Tried and convicted of capital crimes, Cinder became a guinea pig in a chemical weapons test in exchange for early parole.

Transformed by the weapons test and ultimately betrayed by his Ultratech jailers, Cinder must now destroy Glacius before his parole will be granted. Cinder isn't sure if he can trust the Ultratech elite, but he doesn't care.

Either way, he will get his freedom—and his revenge!



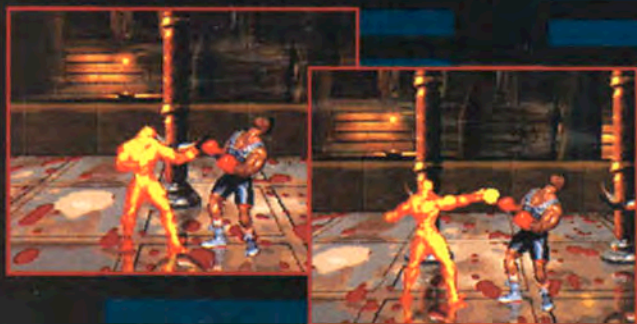
TRAILBLAZER

Two taps on the Control Pad and a punch will transform you into a flaming bolt, ready to take on all comers! In the air, this move can be reversed and angled for a downward attack.



HEATFIST

You should use the Heat Fist at close to mid-range, or you may not register a combo. Since it is also Cinder's linker, you can get twice the play out of knowing only one controller sequence.



FIREFLASH ANY KICK

Though difficult to execute, the Fireflash can send your opponent careening upwards at the end of a combo. Even by itself, it can score two hits.

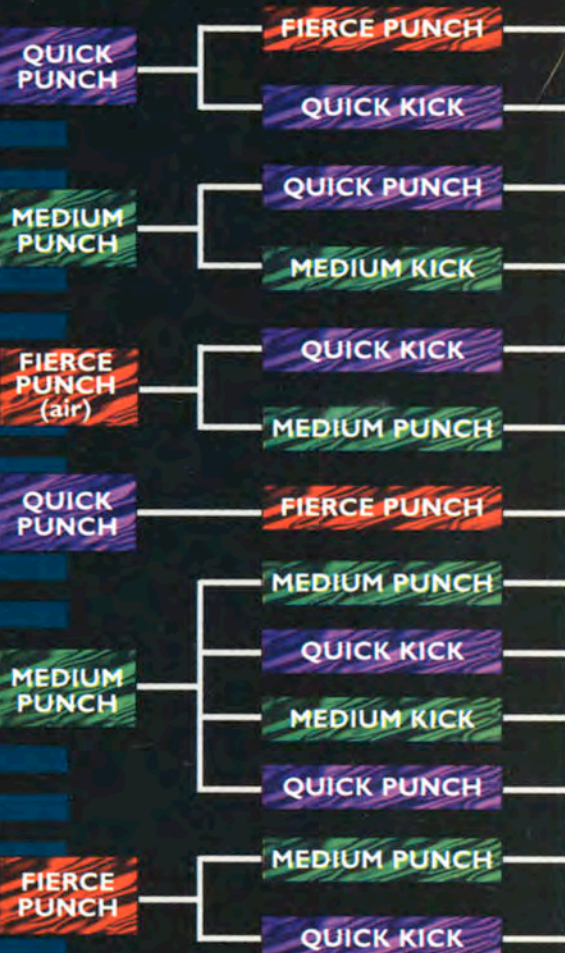


DASH

The Fierce Dash resembles the Fierce Trailblazer, but the latter always knocks an opponent down and can't be used as an opener.



JUMP-INS: PATTERN 5



TOP ATTACK, QK or QP

HEATSINK FP

With the Heatsink, projectiles can still hit you, but your opponent won't know where to aim! The only clue to your location will be small wisps of flame. Take advantage of your invisibility, and get in there and mix it up!



HEATFIST

MIRAGE MP

The Mirage allows projectiles to pass through you, but the effect fades if you're punched or kicked. This is a great tactic for drawing an opponent into range for an attack.



FIREFLASH

FIREFLASH

FIREFLASH

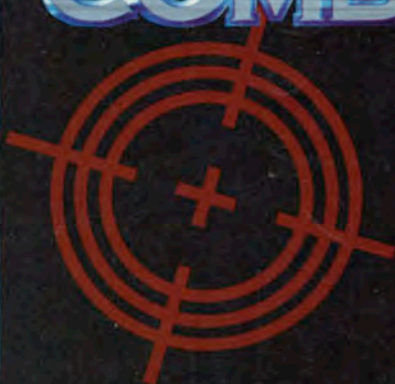
TRAILBLAZER

INFERNO ANY KICK

Depending on the strength of the kick you use, the Inferno can register up to two hits. It does leave you vulnerable, but if you recover quickly enough, it may leave you enough time to set up a combo opener.



COMBOS



→ → MP, MK

→ ↓ ↘ MK
MOVE



(←) → MP, QP

→ ↓ ↘ FK
MOVE

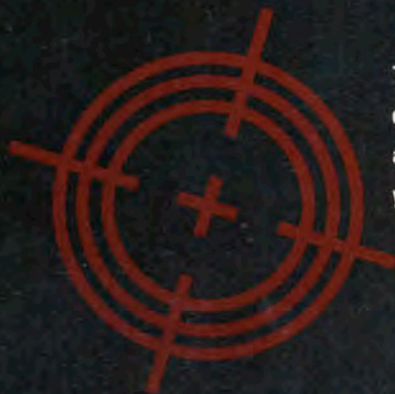


(←) → FP, FP

→ ↓ ↘ FK
MOVE



Though the Fireflash ender looks intimidating, this is an easy combo to master, and it gives you the chance to practice your post-combo move.



COMBOS



MOVE
JUMP + FK, MP
→ → MP



JUMP + MK, FP
→ ↓ ↘ FK



Even if the Fireflash is too slow to count as part of the combo, chances are you'll get a knockdown and a chance to set up another combo.

MOVE
JUMP + FP, MK
→ ↓ ↘ MK



COMBOS

MOVE

JUMP + QK, QP
(→) ← QP, MP
→ → MP



(←) → MP, QP

(→) ← QP, MP

MOVE



(←) → FP, FP

(→) ← QP, FP

→ ↓ → FK

MOVE



COMBOS

THE

MOVE

TOP ATTACK, QP

(→) ← QP, QK

→ ↓ ↘ QK



JUMP + → → FP, QP

(→) ← QP, QK

→ ↓ ↘ QK



MOVE

(←) → QP, FP

(→) ← QP, QK

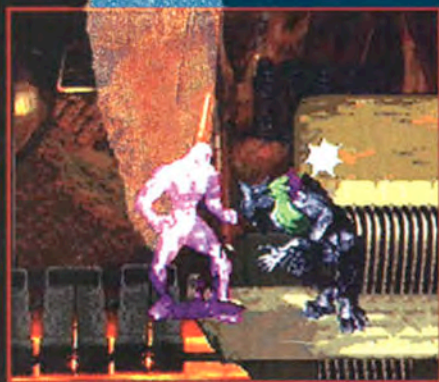
→ ↓ ↘ MK



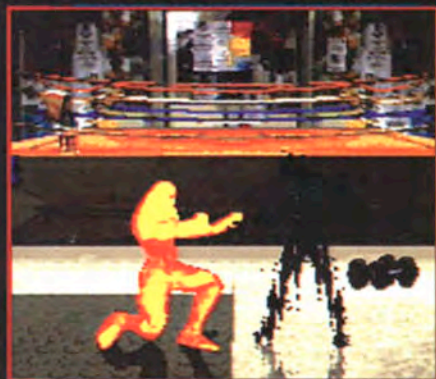
MOVES

ULTRA COMBO
ACTIVATORMOVE
(←)→QP

Cinder slowly fades from view during this Ultra combo, but his presence will still be keenly felt! A flurry of punches, kicks and flame blasts are topped off by a spectacular uppercut.

ULTIMATE
COMBO
ACTIVATORMOVE
↓ ↓ ↓ MK

Cinder's Ultimate combo is activated simply by pressing Down, Down-Back, Back and a Medium Kick. When your foe is reduced to a quivering puddle, it won't be because of your charming personality!

DANGER
MOVESMOVE
← ← ← MP

You've got a choice of two Danger Moves, and neither of them is pretty. Would you like to reduce your opponent to a pool of goo or blast him to black ashes?



OTHER MOVES

↓ ↘ → QK



POST-COMBO BREAKERS

MOVE
(P)QP → ↘ ↓ ↙ ← (R)QP

This is an especially sneaky move that will teleport you right next to your opponent's position. It's time for a sucker punch! Also be sure to check out the triple Trailblazer juggle with a Fierce Punch attack.



HUMILIATION

MOVE
← ← FK

Given his attitude towards society in general and his fellow warriors in particular, it's no surprise that Cinder revels in embarrassing the competition.



AIR DOUBLE

MOVE
JUMP + FP or FK,
← MP

You can do a solo Trailblazer in midair by pressing Toward, Toward and any punch, so this air double version may seem redundant.



COMBO BREAKER

MOVE
→ ↓ ↘ ANY KICK

Cinder doesn't take kindly to being beaten on. In fact, it really burns him up! This combo breaker should help him gain the upper hand once again.



JUGGLE

MOVE
→ → FP

Press Toward, Toward and a Fierce Punch to bring a foe's post-combo flight to a flashy, fiery finish!



PRESS/RELEASE

MOVE
(P) MK → ↓ ↘ (R) MP

Finish your combos with this flashy press/release ender. This burning move adds a burning Fireflash finale to your favorite combination.





Eyedol has few long combos to speak of, but even without them, he is horrendously powerful.

The Club Swing, his signature move, is as good a defensive maneuver as it is an offensive one.



Eyedol is the current master of the Killer Instinct arenas, the standard by which all the other warriors are judged, the supreme champion they would see dethroned.

His true origins are a mystery that none has ever dared to solve. The other combatants know only that the glorious Eyedol does bleed, like any other mortal creature—and they take heart knowing that what can be wounded can be defeated!

EYEDOL



CLUB SWING MOVE

The Club Swing is not an opener, but it is a good tactic for deflecting almost any sort of air attack. This leaves your opponents with fewer battle options, forcing them either to use projectile attacks or to try a head-on assault at close range.



HEAD CHARGE MOVE

Though some of the other frontal attacks are faster, few moves pack the punch of the Head Charge. Indeed, if you catch your opponent off guard, a couple of Head Charge combos can drain most of a life bar in seconds!



FORWARD JUMP MOVE

There are three variations on this move, but this is the only one that is an opener. Using the Quick Kick sends you up and forward in a shallow arc, ending with a downward stroke of your club. Though an opponent can see it coming, this is a hard-hitting opener.



FIREBALL MOVE

No self-respecting mutant monster would be without a projectile attack, and Eyedol is no exception. His fireball isn't the fastest of the lot, but it has a wide diameter and is difficult to dodge at close range.



STOMP JUMP MOVE

←→ MK or FK

Using the Medium Kick makes you jump up, while using the Fierce Kick makes you jump backward. Both moves end with a club strike, and the latter maneuver is great for escaping an oncoming assault.



++ QK or ++ QP, FK or FP

++ MK or ++ MP, QP or QK

++ FK or ++ FP, MP or MK

QUICK PUNCH

MEDIUM KICK

FIERCE PUNCH

FIERCE KICK

QUICK PUNCH

CLUB SWING
←→ FP

HEAD CHARGE
←→ QP

FOOT STOMP MOVE

The Foot Stomp gives a couple of your moves an energy boost, supercharging them far past normal levels. Perform a Foot Stomp before a Fireball, and you'll end up with three projectiles instead of one. The Foot Stomp also makes your Head Charge astoundingly fast; it's hard to believe that anything that big (and ugly!) could be so quick!





MOVE

↓ + FK, MK

← → QP



MOVE

← → QK, QP

← → QP



MOVE

↓ + MK, QP

← → FP



MOVE

←→QK, FK

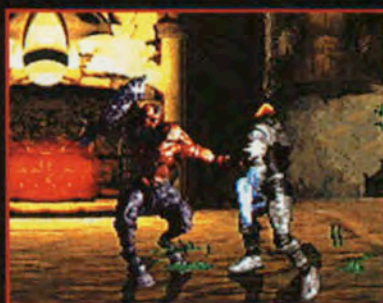
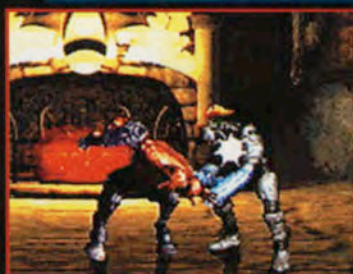
←→FP



MOVE

←→QP, FP

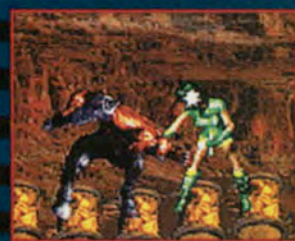
←→QP, FP



MOVE

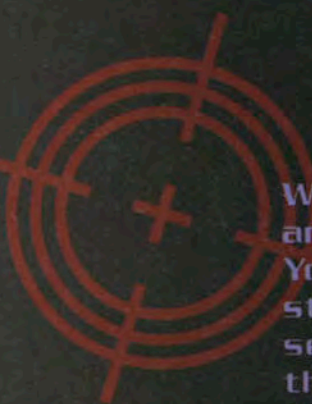
←+MP, ←→QP

MK, ←→FP



KILLER

MOVES



Want to be one of the best and stomp on all the rest? You need to know the strategy and tricks that separate the pros from the wannabes. Winning at KI involves more than knowing all the Danger Moves, Humiliations, and major combos. Read on to learn the skills of the masters.

POP-UPS

When you're down and nearly out, a pop-up can turn the tables on an overconfident opponent. These bounce-back attacks allow your characters to spring to their feet while delivering their own knockdown blows.



CHARACTER	POP-UP
T.J. COMBO	(←)→ KICK
JAGO	→ ↓ ▣ PUNCH
GLACIUS	↓ ▣ → KICK
SPINAL	↓ ↓ ANY BUTTON
CINDER	→ ↓ ▣ ANY KICK
B. ORCHID	(←)→ KICK
RIPTOR	(←)→ KICK
SABREWULF	(←)→ ANY KICK
CHIEF THUNDER	→ ▣ ↓ ↙ ← PUNCH
FULGORE	→ ↓ ▣ PUNCH

DIZZY MOVES

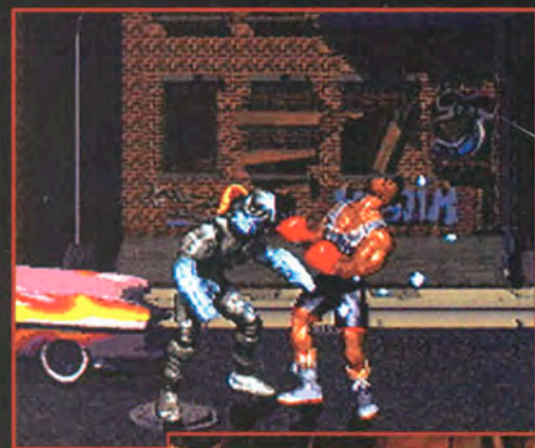
When you want to do a huge combo and need some preparation time, make your opponent dizzy! While this method varies for each character, most players use five consecutive hits to stun a foe. Experiment and you might find that three fierce blows create the same result.

SLAPPIES

Slappies are one-hit openers or extra blows embedded in combos. Use these attacks to send your rival's life bar deep into the red. Slappies are as varied as individual styles of play. Experiment with this freestyle form of combat until you discover your own slap-happy combos.

BEGIN A COMBO WITH A LINKER

Tired of the same old boring opener? Does your opponent sigh when he or she sees you starting the same predictable combination? Don't fall into a dull pattern—break the rules and use a linker to start your combo! After executing the linker, move on to an ender or try linking more stunning moves together.



JUMP-IN COUNTERS

Use a jump-in counter to stop an inbound jump-in combo. Each Killer Instinct character possesses a special move that doubles as a counterattack. Fulgore uses the Plasmaslice, while Orchid's counter is the Spinning Sword. Experiment and find your character's jump-in counter.



REPEATER MOVES

Repeater moves are duplicated series of small attacks or combinations repeated again and again. Contrary to rumors, these moves are not button mashing patterns leading to ninety-nine hit combinations. Keep duplicating the repeater move until your opponent gets a clue or remains forever clueless.



CHARACTER	JUMP-IN COUNTER
T.J. COMBO	(←)→ MK
JAGO	→ ↓ ▯ ANY PUNCH
GLACIUS	▯ ↓ ← QP
SPINAL	← FK
CINDER	→ ↓ ▯ ANY KICK
B. ORCHID	▯ ↓ ← FP
RIPTOR	▯ ↓ ← QP
SABREWOLF	(←)→ MK
CHIEF THUNDER	→ ▯ ↓ ← ← ANY PUNCH
FULGORE	→ ↓ ▯ ANY PUNCH

PRESS/RELEASE

Press/Release moves are furious assaults that are extremely difficult to break. Even if your opponent knows which attack buttons you are using, chances are he won't be able to block or execute a combo breaker in time. When you perform a press/release move properly, the score display will wiggle just a bit as your bonus is tallied.



DASH COUNTER

Use a dash counter to stop your charging opponents dead in their tracks. Each character has at least one special move that functions as a dash counter. For a real surprise, try using one as an opener. These moves include Fulgore's Eyelaser, Jago's Laser Sword, and Riptor's Flamebreath attacks.



CHARACTER	MOVE
T.J. COMBO	(←)→QP or (→)←QP
JAGO	↘ ↓ ↙ FP
GLACIUS	↘ ↓ ↙ QP
SPINAL	(←)→MP
CINDER	← ← QP
B. ORCHID	↘ ↓ ↙ QP
RIPTOR	↘ ↓ ↙ FP
SABREWULF	(←)→MK
CHIEF THUNDER	→ ↘ ↓ ↙ ← QP
FULGORE	↘ ↓ ↙ FK

PROJECTILE COUNTER

Each character has a special move that doubles as a projectile counter, protecting you from fireballs and other airborne assaults. Sabrewulf's Sabreroll, Spinal's Footslide, Cinder's Mirage and B. Orchid's Fire Cat are all projectile counters.

CHARACTER	MOVE
T.J. COMBO	(←)→MP
JAGO	↘ ↓ ↙ FK
GLACIUS	↘ ↓ ↙ QK
SPINAL	← QP
CINDER	→ ↘ ↓ ↙ ← MP
B. ORCHID	(←)→ ANY PUNCH
RIPTOR	(←)→ ANY KICK
SABREWULF	(←)→ QK or FK
CHIEF THUNDER	(←)→ ANY PUNCH
FULGORE	↓ ↙ ← ANY PUNCH



DASH REVERSALS

The best KI players always keep their victims guessing. Predictability leads to a quick and often humiliating defeat. One technique for attaining victory is the frequent use of fake-outs, or attacks that leave your foe blocking in the wrong places. Experiment and develop your own fake-out moves.



MULTIPLE SMALL COMBOS

One day in the not-so-distant future, you'll probably find yourself pitted against a combo breaking fiend, a killer player with fingers quick enough to break all your biggest and best combinations. In this situation, victory depends on your ability to get back to basics.

Slay these dexterous giants with a rapid series of Triple and Super Combos. While these small combos deliver less damage, they are often too fast to break.

CHARACTER	Start With	End With
T.J. COMBO	(←)→ FP	← + FK, ← + QP ← + MP, ← + FP
	(←)→ MP	(←)→ MK
GLACIUS	↓ ↘ → FK ↓ ↘ → MK ↓ ↘ → QK	↓ ↘ → MK ↓ ↘ → FK ↓ ↘ → QK
SPINAL	→ → FP	← FK ← + MP
CINDER	→ → FP IN AIR	← + FP
RIPTOR	(←)→ PUNCH	← FP ← MK ← QK
	(←)→ FK	↓ ↘ ← PUNCH ↘ ↓ ↘ FK
SABREWOLF	(←)→ MK	← QK ← FK ← MK
CHIEF THUNDER	→ ↘ ↓ ↘ ← FP	→ FP
FULGORE	(←)→ KICK	→ ↓ ↘ QP
JAGO	↘ ↓ ↘ FK	→ (R) FK



POST-COMBO BREAKERS

Players may enter a post-combo breaker move after successfully executing a combo breaker. Post-combo breakers turn the tables on your opponent and help you gain the advantage.



CHARACTER	MOVE
TJ COMBO	(←)→FP
JAGO	(P)MP, ↓↘→(R)MP (P)FP, ↓↘→(R)FP
SPINAL	↓↘→QP (←)→MP
CINDER	→→FP →↘↓↙←QP (P)QP→↘↓↙←(R)QP
B. ORCHID	↓↘→QP
RIPTOR	(P)MP↓↙←(R)MP ↓↙←QP
SABREWULF	(←)→FK (←)→QK (←)→PUNCH
CHIEF THUNDER	(P)MK↓↘→(R)MK
FULGORE	↓↘→QP
GLACIUS	(P)QP↓↘→(R)QP ↓↘→FK

OTHER SPECIAL ABILITIES

SABREWULF

Sabrewulf's Howl doubles as an energy recharge. Stand away from your opponent and tap Down-Toward, Down, Down-Back and press Fierce Kick.



SPINAL

Spinal can launch a Super Searing Skull after he has absorbed a projectile thrown by his opponent. Absorb an inbound missile, then tap Back, Down-Back, Down, Down-Toward, Toward and, finally, press the Fierce Punch Button.



PSYCHO

COMBOS

If you've read all the rest, it's time to learn the best. The following are unique and outrageous Psycho Combos designed by the pros in Nintendo's product development center. You won't find these Psycho Combos printed anywhere else! These attacks are rated according to their weakness against combo breakers—the higher the Breakability factor, the harder to break—and complexity (Difficulty level).



JAGO

Stand across screen. Quick Fireball. Double-hit Fierce Wind Kick. Quick Tiger Fury. Press/Release Medium Endokuken Juggle.

Breakability: 4

Difficulty: 5

of Hits: 6



Back and FK. Laserblade. Ducking MP. Press/Release Medium Endokuken Juggle

Breakability: not

Difficulty: 4

of Hits: 4



CHIEF THUNDER

Jump-In Medium Punch, FK, Medium triplex, FK, Medium Sammamish, Quick Phoenix Juggle. (The Infamous "Slowdown" Combo!)

Breakability: 2

Difficulty: 4

of Hits: 13

Quick Sammamish, FP, Quick Phoenix Juggle

Breakability: not

Difficulty: 5

of Hits: 4



TJ COMBO

Triple Hit Medium Rollercoaster, Reverse Quick Spinfist, MK, Reverse Quick Spinfist, MK, Reverse Quick Spinfist, Quick Spinfist, Powerline Juggle

Breakability: 1 **Difficulty: 2** **# of Hits: 20**

Quick Spinfist, QP, Reverse Quick Spinfist, QP, Quick Spinfist (One button only!)

Breakability: 1 **Difficulty: 1** **# of Hits: 13**

One hit Rollercoaster, Back and MP, Powerline Juggle

Breakability: not **Difficulty: 3** **# of Hits: 3**

Top Attack, Down and FP, Powerline

Breakability: not **Difficulty: 3** **# of Hits: 3**

Down-Back and FP, Powerline, FK, Reverse Spinfist, Powerline

Breakability: not **Difficulty: 3** **# of Hits: 5**



B. ORCHID

Stand across screen, Fierce Flk Flak (so that only the third kick hits), QP, Fierce Flk Flak, QP, Fierce Flk Flak, QP, Back and MK, QP, Fierce Flk Flak, QP, Niguu Giri, Fireball Juggle

Breakability: 1 **Difficulty: 3** **# of Hits: 32**

Ichu Ni San, QK, Ichu Ni San, QK, back and MK, QP, Niguu Giri, Fireball Juggle

Breakability: 2 **Difficulty: 4** **# of Hits: 22**

Medium Fire Cat, Medium Ichu, Back and FK

Breakability: not **Difficulty: 3** **# of Hits: 5**



SPINAL

Any jump-in combo, Reverse Soulsword (...but here's the catch: You must "stall" the jump-in combo a split second before doing the linker so that it breaks up before the linker hits), FP, Soulsword, FP, Reverse Soulsword, FP, Fierce Boneshaker

Breakability: 1 **Difficulty: 3** **# of Hits: 18**

Back and MP, Fierce Boneshaker, Footslide

Breakability: not **Difficulty: 3** **# of Hits: 3**



FULGORE

Towards and FK, Medium Plasmashce

Breakability: not **Difficulty: 4** **# of Hits: 3**

Eyelaser, MP, Eyelaser, Fierce Plasmashce

Breakability: 3 **Difficulty: 3** **# of Hits: 8**



RIPTOR

Quick Riptor Rage, MP, Dragon Breath, QP, Fireball Juggle

Breakability: 4 **Difficulty: 3** **# of Hits: 6**

Top Attack, Uppercut Slash, Fireball Juggle

Breakability: not **Difficulty: 3** **# of Hits: 3**



GLACIUS

Back and FP, Fierce Cold Shoulder, FK, Ice Lance, Fierce Liquidize Juggle (40 Percent Damage)

Breakability: not **Difficulty: 5** **# of Hits: 5**





SABREWOLF

Medium Sabrespin, Sabrecut

Breakability: not **Difficulty: 3** **# of Hits: 3**

Howl, Duck Back and FP, Sabrecut, Sabrepounce Juggle

Breakability: not **Difficulty: 5** **# of Hits: 5**



CINDER

Medium Trailblazer, QP, Fierce Trailblazer, QK, Heatfist, QK, Quick Fireflash, Trailblazer Juggle

Breakability: 2 **Difficulty: 3** **# of Hits: 17**

Back and FK, Medium Fireflash

Breakability: not **Difficulty: 2** **# of Hits: 4**



EYEDOL

Head Charge, FP, Head Charge, FP, Club swing, Head Charge Juggle

Breakability: 1 **Difficulty: 2** **# of Hits: 13**



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